


# Leo Hellmig

## Engine programmer

leo.hellmig@email.com   
+31 6 10588809   
Breda, Netherlands   
[github.com/LeoHellmig](https://github.com/LeoHellmig)   
[LinkedIn](#)   
[Portfolio](#) 

### PROFILE

Student at Breda University of Applied Sciences. **Generalist game programmer** with a focus on **engine programming**. Strong **teamwork skills**, and **flexible**. Excited to pick up tasks in team projects. Passionate about games, programming and **skilled at C++**. Open to relocation.

### Skills

Hard skills: C++, Unreal engine, Github, Perforce, Large codebases  
Soft skills: Problem solver, Flexible teammate

### PROJECTS

#### Custom Engine & Blightspire – C++

2024 - 2025

- Integrated **EnTT as ECS** into the engine to suit our current and future needs in the engine
- Integrated **FMOD** for **3D spatialized sound** and dynamic audio effects
- Collaborated on and implemented a **modular engine architecture**
- Integrated Tracy profiler as **profiling tool**
- Implemented **editor tools** for **in-engine debugging**

#### Coral Engine (Custom Engine) & Lichgate – C++

2024

- **Refactored model loader** to support skeletal meshes and animations.
- Developed a **robust animation system** for calculating and updating skeletal meshes
- **Extended the DX12 and PS5 renderer** to render skeletal meshes
- Extended my animation system to support **animation blending** and attaching entities to bones
- Animation API integrated in the ECS and visual scripting

#### Beetle Brawl – Unreal Engine

2023

- Developed **procedural menu soundtrack** using **Meta Sounds**
- Implemented Level loading and transitioning
- Implemented **functional main menu UI** and **responsive game UI**

#### Smaller projects – C++ & Unreal engine

2023-2025

- Rays' Cave: **Simple 2D game** rendered by a 2D **Raytracer** with **various optimizations** to achieve **real-time rendering**.
- Self-study in **multithreaded job systems** and **fibers**.
- 2D mathematical renderer: A library built using **CMake** which can render user-defined parametric functions and surfaces to a Pixel surface.
- **Unreal engine** dungeon generator plugin. **UE plugin** implementing a random walker algorithm.

### Education

#### Breda University of Applied Sciences – Creative Media and Game Technologies

2022 - 2026

Breda, Netherlands