

BO VAN DER HULST

Gameplay Engineer & Game Mechanic Designer | CMGT Student

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■ PROFILE

Creative Media & Game Technologies student at Saxion specializing in game mechanic design, C++ gameplay engineering, and interactive experiences. Experienced in creating tactile player mechanics, VR interaction systems, and interactive web/puzzle experiences through developer internship work at RobotKittens and independent game projects. Driven to build immersive, physics-driven games with memorable player feel.

■ WORK EXPERIENCE & INTERNSHIPS

Developer Intern • RobotKittens (Hilversum) Sep 2025 – Feb 2026

- Developed gameplay mechanics and puzzles for an interactive cross-web game in collaboration with the Dutch Police Cybersecurity Division.
- Created a simulated router web application featuring hands-on cybersecurity puzzles solved through SQL injection.
- Wrote Python tools to generate realistic cryptocurrency transaction histories driven by accurate pricing data.
- Built an automated email inbox generator combining LLM text generation and Python formatting to produce contextual forensic clues.

Cinema Employee • Vue Cinemas (Hilversum) Mar 2021 – Oct 2023

- Coordinated front-of-house guest service, theater projection operations, and rapid team response in high-volume customer environments.

Store Employee • Albert Heijn (Nederhorst den Berg) Nov 2019 – Nov 2022

- Managed shelf logistics, inventory replenishment, and customer support with consistent dependability and teamwork.

■ FEATURED PROJECTS

Weaponsmith Plugin

Unreal Engine 5 • C++

Modular VR firearm weapon plugin featuring dynamic stat modifiers, physics-driven attachments, custom recoil simulation, and procedural hand grip animations.

Beat The Bubble

Unity • C#

Fast-paced mobile arcade game developed in 48 hours for Global Game Jam 2025. Implemented responsive touch interactions, physics mechanics, and custom game loops.

Champagne Shot

C++ • Arduino • Physical Computing

Arcade party game controlled by a custom-engineered physical bottle controller with integrated microcontrollers, gyroscope sensors, and real-time serial input.

VR UI & Spatial Interaction Exploration

Unreal Engine • VR

Tactile spatial UI system researching diegetic 3D interfaces, manual reloading sequences, and natural physical feedback in virtual reality.

■ EDUCATION

BSc Creative Media & Game Technologies Saxion University of Applied Sciences

Aug 2023 – Present | Enschede, NL
Specialization in C++ gameplay engineering, game mechanic design, and real-time interactive systems.

HAVO Secondary Diploma Alberdingk Thijm College

Aug 2017 – Jul 2022 | Hilversum, NL
Higher General Continued Education diploma.

■ TECHNICAL SKILLS

Engines & Environments

Unreal Engine 5 Unity SteamVR / OpenXR
React / Next.js

Programming & Scripting

C++ C# Python TypeScript
JavaScript HTML5 / CSS3 Tailwind CSS

Core Competencies

Game Mechanic Design
VR & Spatial Interaction Gameplay Prototyping
Puzzle & Tool Development
Physical Computing / Arduino

Developer Tools

Git / GitHub JetBrains Rider Visual Studio
Blender (Basics)

■ LANGUAGES

Dutch Native
English Full Professional / Fluent

■ INTERESTS & HOBBIES

🎮 Game Design 🚁 FPV Drones
💻 Home Lab / Self-hosting 🎸 Guitar
🎲 Board Games 🎬 Cinema