Indeherberge Ferentz

Artist turned graphics programmer with 3 years experience in c++ and 7+ years of experience developing tools, games and systems. Curious to figure out issues and tenacious in finding solutions, ready to take on the next challenge.

Contact

Phone:
+32 4 92 98 93 19

E-Mail:
f.v.intheinn@gmail.com

Portfolio:
indeherbergeferentz.com

Linkedin:
www.linkedin.com/in/ferentz-indeherberge

Skills

- Languages /APIs/SDKs/...
  - C++
  - Assemby 6502
  - Python
  - Lua
  - C#
  - HTML5
  - Vulkan
  - SDL
  - DirectX
  - OpenGL
  - CMake
  - Git
  - Perforce
- Performance Optimization
- Memory Management
- Data Structures and Algorithms
- Multi threading
- integrated software
- Systems programming
- Graphics Programming
- Engine Programming
- Gameplay Programming
- Unity
- unreal engine
- rigging
- VR-development
- project management
- 3D art, modeling, animation
- 2D art, concepts, image editing

Work Experience

sep 2025

C++ course teacher – Howest, Belgium

- Extract and condense the first 5 weeks of the school semester into comprehensible study material for a 1 day course.
- Teach c++ basics and familiarize students with concepts to give them a head start to the semester.

Jan 2022 – dec 2024

Tools & administration – Qbic Architecten, Belgium

- Develop tools capable of gathering information from excels and external data bases to cross reference it and deliver clear reports on a scheduled basis.
- Create precise and representative architectural 3D renders of future projects.

Jan 2021 – dec 2024

Generalist – Skerm West, Belgium

- Cooperate with clients to find the ideal representation of their ideas.
- Create 3D visuals on a per-project basis
- Develop technical workflows and tools to fulfill the client's needs with a focus on scalability.
- Manage artistic projects in small teams, ensuring quality.
- Mentor interns into the work force, providing guidance on client projects and helping them integrate into existing workflows.

Education

Sep 2024 - Jun 2026

Bachelor in Programing: Game Development - Howest

Sep 2018 - Jan 2021

Bachelor of Arts: Digital Arts and Entertainment - Howest

Projects

Research

2D engine DOOM – C++ , SDL

- Binary Space Partitioning
- WAD File Decoding
- Geometry Reconstruction
- Custom 3D-2D rasterization
- Gameplay Programming

3D Navigation OctTree– C++ , unity

- OctTree Spatial Partitionaing
- Graph Construction
- A*
- 3D Ai Navigation

Lightweight Game Engine – C++ , SDL, xInput

- Sprite Drawing
- Sound system using multi threading
- Collision Detetction
- Grid Gameplay Tools
- Keyboard | GamePad Input Reading
- Scenes + Scene Graph
- GameLoop Implementation
- Event System (Event Que + Targeted Events)
- Object Composition & Components
- Programming Patterns

Group Projects

NES Game – Assembly 6502 | Nintendo NES

- Memory optimization
- Gameplay programming
- Systems Development
- Hardware Steering
- Performance Critical
- Software Compatible Sprite Creation

DeParted – 5 people – 2 days

- Enemie AI
- Procedural Animation
- Sprite Creation

CattleField – 6 people, sole programer

- Project Setup
- WorkFlow Development
- Gameplay
  - Object Spawning
  - Player Joining
  - Player Interaction
  - ...
- UI
- Scene Setup

Hungry Games – 9 people – 3 days

- NPC AI
- Blended Steering Behaviors
- Player Spawning

Graphics

Software Raytracer – C++ , SDL

- PBR materials
- Performance Optimization
- Multi Threading
- Custom triangle Hit-Check

Dual Rasterizer – C++ , SDL , DirectX

- Hardware Rasterizer VS Software Rasterizer
- PBR materials
- Performance OptimizationIntra-Process Stylization

Vulkan Engine – C++ , Vulkan

- Resource management
- PBR materials
- Dynamic Lighting
- Light Probe | Directional Light | Point Light