

LAURENS KRIKILION

ABOUT ME

C++ software engineer with over three years of professional experience developing and optimizing large scale, performance critical software. I specialize in low-level programming, engine and systems development, and writing efficient, maintainable code.

WORK EXPERIENCE

2023 - Present **Climax Studios Ltd. Keywords Studios**
Full-Time Feb 2023 - Present | +3 years
Climax Studios is a studio that works with the world's top developers on the headline games. I've worked here with many well known clients such as Microsoft and Sony.

PROJECTS

Sep 24 - Current **Unannounced Microsoft Project**

- Developed C++ tooling to automate migration of large existing codebases and assets into a new engine..
- Performed a major third-party middleware upgrade.

Sep 23 - Nov 2025 **Microsoft Flight Simulator**

- Ported a large Windows C++ codebase to a Linux-based console platform.
- Developed and optimised platform specific engine systems for next-gen hardware.
- Performance improvements through low-level optimisation and profiling.
- Worked across a large codebase in multi-discipline engineering teams.

Feb - Aug 2023 **Age Of Empires IV**

- Implemented platform specific optimisations for Xbox hardware.
- Performance improvements through low-level optimisation and profiling.
- Collaborated with other teams to diagnose and resolve performance bottlenecks.
- Co-ordinated within a large multidisciplinary team.

ACHIEVEMENTS

- 3+ years of professional C++ development experience
- Contributed to multiple large-scale commercial software releases
- Experience working in large (100+) multidisciplinary engineering teams
- Specialized in performance optimization and systems programming

CONTACTS

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EDUCATION



Howest - Digital Arts and Entertainment University of Applied Sciences and Math Bachelor's degree, Game development 2020 - 2023



Viso Mariakerke High School degree, Graphic & web design 2017 - 2020



GO Atheneum Brakel Electromechanical Engineering 2014 - 2017

SKILLS

Languages:

C++, C, C#, Python, Lua, HTML, CSS, Jekyll (Ruby-based static web generator)

Systems Programming:

Performance optimisation
Low-level programming
Memory management
Debugging & profiling
Multithreading
Engine architecture
Cross-platform development

Development:

Large C++ codebases
Software architecture
Code reviews
Version control
Continuous integration-workflows
Technical debugging
Performance analysis

Platforms:

Windows, Linux, PlayStation 5, PlayStation 4, Xbox, PC

Tools:

Git, Perforce, Visual Studio, Rider, Superluminal, PIX, Razor, Beyond Compare, DevOps, Havok, Qt, Jira, Confluence