

Sebastian Himmer

Second year game programming student at Breda University of Applied Sciences. Focusing on custom game engine and tools development.

himmer.dev

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Breda, the Netherlands

Projects

Zap | Cross-platform game engine [↗](#)

FEB 2026 - JUN 2026

University project - Engine and Tools Programmer

Helped define the architecture of a **cross-platform** game engine, targeting PC and PS5.

Implemented **core features** such as scripting, FMOD support, and an undo-redo system.

Created numerous **editor tools** for a team of 17 people including a packager, content browser or a Perforce integration.

Seraph | AngelScript wrapper library [↗](#)

NOV 2025 - JAN 2026

University research project - Solo

Created and open-sourced a wrapper library that simplifies AngelScript integration into C++ applications.

Utilized templated programming and reflection to implement an easy-to-use API.

More projects can be found here: himmer.dev

Experience

Spectoda | Firmware Programmer

JAN 2023 - AUG 2024

Developed embedded C++ firmware for wireless lighting control systems used in commercial installations.

Studio 301 | Unity developer

JUN 2021 - DEC 2022

Developed internal tools and implemented new features for virtual showroom applications.

Education

Breda University of Applied Sciences

2024 - now (Breda, the Netherlands)

Bachelor of Game Technologies

Smichov Secondary Technical School

2020 - 2024 (Prague, Czechia)

Information Technology with a focus on game development

Skills

Programming Languages

C++ (3 years)

C# (5 years)

Cross-platform development

PS5

PC

Game Engines

Custom Engine development

Unreal Engine 5

Unity

Version Control

Git

Perforce

Languages

Czech (native)

English (proficient - C2)