BAVO
DEVOS

GAME PROGRAMMER

ABOUT

Hello! My name is Bavo Devos, I am a game programmer at Filimundus, equipped with **C++** and **C#** with hands on experience working with **Unity, Unreal** and **Custom Engines**.
In my free time I enjoy developing VR games and playing games, my favorite genre being Grand Strategy.

SKILLS

- C++
- C#
- HTML
- CSS
- LUA
- Unity
- Unreal
- SDL
- Git
- Perforce

CONTACT

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github.com/BavoDevos
linkedin.com/in/bavodevos
Portfolio Website

EDUCATION

Howest, Digital Arts & Entertainment | Belgium, Kortrijk

Bachelor Game Development | 2021-2024

During my education at Howest I have acquired a strong foundation in C++ and C#, developed my knowledge about gameplay programming, engine programming and graphics programming and additionally game design.

EXPERIENCE

August 2024 - Current

Filimundus AB | Game Programmer | Stockholm

Taking ownership and developing an NDA project as well as maintaining older games and applications.

February 2024 – June 2024

Filimundus AB | Game Programmer Intern | Stockholm

Taking ownership and developing Pettson' s Inventions 4 as well as being the Platform Manager, maintaining older games.

LANGUAGES

English | Native
Dutch | Native
French | Beginner