

# DAAN DEMAECKER

Graphics & Gameplay programmer

## CONTACT



+32 478 47 92 23



daan.demaeker@gmail.com



Belgium

## LANGUAGES

Dutch - Native Proficiency

English - Full Professional Proficiency

Spanish - Elementary Proficiency

## LINKS

[Linktree](#)

[LinkedIn](#)

## PROFILE

Game developer and aspiring Graphics Programmer with a thirst for knowledge.

## EDUCATION

### Bachelor's in Digital Arts and Entertainment

HOWEST UNIVERSITY OF APPLIED SCIENCES

KORTRIJK, BELGIUM

- 2022 – 2026
- Major in Game development

### High School Diploma in Math and Science

DE BRON

TIELT, BELGIUM

- 2018 – 2021

## SOFTWARE

Unity engine

Visual studio

C++/C#

CMake

Github/Perforce

DirectX11/Vulkan

## EXPERIENCE

### IMPossible - Group project in Unity

Role: Lead programmer

- This was a school project where we were tasked to make a game with a group in 4 months
- My role as lead programmer in the group taught me a lot about working together in a team

### Warp Warfare - Group project in Unity

Role: Lead programmer

- In this school project, we were tasked with creating a couch co-op/PVP game
- It was released on [Itch.io](#)