DAAN DEMAECKER

Graphics & Gameplay programmer

CONTACT

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✉️ daan.demaecker@student.howest.be

📍 Belgium

LANGUAGES

Dutch - Native Proficiency
English - Full Professional Proficiency
Spanish - Elementary Proficiency

LINKS

Linktree |
https://linktr.ee/DaanDemaecker
LinkedIn
|https://www.linkedin.com/in/daan-demaecker-3737b0265/

SOFTWARE

Unity engine
Visual studio
C++/C#
CMake
Github/Perforce
DirectX11/Vulkan

PROFILE

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

EDUCATION

Game Development - Bachelor's in Digital Arts and Entertainment

HOWEST UNIVERSITY OF APPLIED SCIENCES

KORTRIJK, BELGIUM
- 2022 - Present

Math and science High School Diploma

DE BRON
TIELT, BELGIUM
- 2014 - 2020

EXPERIENCE

Souper Bloody - Unwrap Game Jam Winner 2025
Role: Gameplay programmer
- Made with 6 people in 2 and a half days.
- 1st place community award winner and 3rd place jury award.

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.