

DAAN DEMAECKER

Graphics & Gameplay programmer

CONTACT



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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

- 2014 - 2020

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](#)

Vulkan renderer - Personal project

- In my free time, I decided to learn about the rendering API Vulkan
- This project introduced me to Graphics programming