GLENN DUMOULIN
GAMEPLAY PROGRAMMER

CONTACT

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EDUCATION

Digital Arts and Entertainment

Bachelor Game Development

Howest University of Applied
Sciences | 2021 - Present

Graduate Programming

Arteveldehogeschool | 2019 - 2021

ASO Math and Sciences

Campus Kompas | 2013 - 2019

PERSONAL INFO

Nationality
Belgian

Date of Birth
December 6th, 2001

Place of Residence
Kalken, Belgium

Languages
Dutch
Native Language

English
Professional Working Proficiency

PROFILE

intrigued to learn about and contribute to the wonderful world of Game Development.
Most interested in Gameplay Programming.
With basic understanding of a variety of other subjects.

EXPERIENCE & PROJECTS

1302   SEP 2024 - DEC 2024
Mobile deck-builder strategy game
Made in Unity
- A game made by 6 people for the 1302 museum in Kortrijk
- I did prototyping, AI (mostly chance-based), gameplay and some tutorial programming
- I also experienced working for a client

Die or Not   FEB 2024 - JUN 2024
Local 2D PvP game
Made in Unreal Engine 5
- A game made by 4 people
- I did prototyping, UI (minimal) and gameplay programming
- I also learned about C++ programming in UE5

Cartamundi Digital   FEB 2021 - MAY 2021
Internship
- Worked on a CMS website
- Playtested mobile multiplayer card games

TECHNICAL SKILLS

Programming Languages
Mainly **C++** and **C#**, but also have experience with **SQL**, **JavaScript** and a little **Python**

Game Engines
Mainly **Unreal Engine 4/5** and **Unity**, but also a variety of in-house engines from DAE

Source Control
I have experience with **GitHub** and **Perforce**

API's and Frameworks
Basic experience with **SDL**, **Vulkan**, **DirectX** and ImGUI

SOFT SKILLS

- Communication
- Teamwork
- Critical thinking

HOBBIES

- Dancing
- Games & Board Games
- Acting