



# GLENN DUMOULIN

## Gameplay Programmer

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.

### PERSONAL DETAILS

- Name**  
Glenn Dumoulin
- Address**  
Kalken, Belgium
- Email**  
glenn.dumoulin2001@gmail.com
- Date of birth**  
12/6/2001
- Nationality**  
Belgian
- LinkedIn**  
linkedin.com/in/glenn-dumoulin
- Website**  
glennumoulin.github.io

### CONNECT WITH ME

- Discord: SGAM\_Hazedos
- github.com/GlennDumoulin
- hazedos.itch.io

### LANGUAGES

- Dutch: Native Language
- English: Professional Working Proficiency

### SOFT SKILLS

- Communication
- Teamwork
- Critical Thinking

### HOBBIES

- Dancing
- Games & Board Games
- Acting



### EXPERIENCE & PROJECTS

- Feb 2025 - Jan 2026 **Spellware Studios**  
Internship --> Junior Gameplay Programmer
  - I worked on multiple projects including Ardent Wilds and client projects
  - I experienced coding in the Lua coding-language
  - I experienced working on a Networked Unity project
- Sep 2024 - Dec 2024 **1302**  
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
- Feb 2024 - Jun 2024 **Die or Not**  
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



### EDUCATION

- Sep 2021 - Jun 2025 **Bachelor Game Development**  
Digital Arts and Entertainment @ Howest University of Applied Sciences
- Sep 2019 - Jun 2021 **Graduate Programming**  
Arteveldehogeschool
- Sep 2013 - Jun 2019 **ASO Math and Sciences**  
Campus Kompas



### TECHNICALL SKILLS

- C++ and C# Programming ★ ★ ★ ★ ★
- Unity ★ ★ ★ ★ ★
- Unreal Engine 4/5 ★ ★ ★ ★ ★
- GitHub and Perforce ★ ★ ★ ★ ★