



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**
glenndumoulin2001@gmail.com
- Date of birth**
12/6/2001
- Nationality**
Belgian
- LinkedIn**
linkedin.com/in/glenndumoulin
- Website**
glenndumoulin.github.io

CONNECT WITH ME

- Discord: SGAM_Hazedor
- github.com/GlennDumoulin
- hazedor.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



TECHNICAL SKILLS

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