GAME DEVELOPMENT STUDENT

IOANA RAILEANU

LOOKING FOR END-OF-STUDY INTERNSHIPS
AS A GAMEPLAY PROGRAMMER

CONTACT

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- 🌐 My Portfolio

TECH SKILLS

- ○ = Beginner
- ● = Intermediate

PROGRAMMING LANGUAGES

- ● C++
- ○ Python
- ● C#
- ○ HLSL
- ○ C
- ● GLSL
- ○ Lua
- ○ XAML

GAME ENGINES

- ● Unreal Engine 5
- ● Unity

TOOLS

- ● Git
- ○ Blender
- ● Perforce
- ○ RenderDoc
- ● CMake
- ● Photoshop
- ○ Maya

API'S

- ○ WPF
- ● DirectX11
- ○ OpenGL
- ● Vulkan
- ● SDL
- ○ Dear ImGui

IDE'S

- ● Visual Studio
- ○ Visual Studio Code
- ● Jetbrains Rider
- ● Jetbrains CLion

SOFT SKILLS

- ● Hard Working
- ● Teamwork & Collaboration
- ● Team Leadership
- ● Time Management
- ● Quick Learner
- ● Good Communication
- ● Problem-Solving
- ● Adaptable

LANGUAGES

- ● English · Fluent
- ● Romanian · Native

PROFILE

I'm a **Game Development student** with an interest in Game AI. My passion for programming started in my first year of high school, when I started delving into the world of C++. This early C++ enthusiasm, combined with my love for drawing and gaming, guided me towards the gaming industry.

EDUCATION

Howest University of Applied Sciences   2022 - 2026
Digital Arts & Entertainment · Bachelor
GPA: 15.6 / 20

- Learnt about various game-making related topics, including Object Oriented Programming, working with game engines, tool development, graphics programming, and low-poly modeling.
- Gained in-depth experience with C++ programming and game design patterns.

Kajaani University of Applied Sciences   Aug 2025 - Dec 2025
Game Development · Erasmus Exchange Semester

- As someone who is open to new experiences and change, I am grateful to have been granted the opportunity to experience a new culture and a different way of learning in the upcoming semester.

National College Alexandru Ioan Cuza   2018 - 2022
Mathematics and Informatics focused program · High School
GPA: 9.6 / 10

- The mathematics-oriented study enabled me to improve my logical thinking and problem-solving skills, along with practicing beginner C++ algorithms. As a fast learner with strong work ethic, I often found myself studying upcoming lessons independently.

PROJECTS

Reel it in!
Group project

- Collaborated in a team of six over a semester for a game project, contributing to design decisions, development, and extensive project documentation and organization. Readily available most of the time and always happy to help, I would often support my teammates.

Pawism
Howest Game Jam

- Worked with a team of seven to develop and design an original game in just three days, contributing mainly to game AI and design decisions. As my involvement in the project grew, and time ran short, I dedicated more than the time on school grounds working on it.

WORK EXPERIENCE

Restaurant Dirkjan Decock   2024 - 2025
Student job

- Started out working as a dishwasher at a fine-dining restaurant, but was later entrusted with additional kitchen duties due to my good time management and efficiency.