# GAME **DEVELOPMENT STUDENT**

# <u>IOANA RAILEANU</u>

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

#### CONTACT

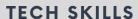
My Portfolio



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- = Beginner
- = Intermediate

#### **PROGRAMMING LANGUAGES**

- C++
- o Python
- C#
- o HLSL • GLSI
- o C o Lua
- o XAMI

#### **GAME ENGINES**

- Unreal Engine 5
- Unity

#### **TOOLS**

- Git
- o Blender
- Perforce
- o RenderDoc
- CMake
- Photoshop
- Maya

# API'S

- o WPF
- DirectX11 Vulkan
- OnenGI • SDL
- o Dear ImGui

#### IDF'S

- Visual Studio
- o Visual Studio Code
- Jetbrains Rider
- Jetbrains CLion

# SOFT SKILLS

- Hard Working
- Teamwork & Collaboration
- Team Leadership
- Time Management
- Ouick 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 modelina.
- 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 problemsolving 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.