

GAME DEVELOPER

IOANA RAILEANU

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

CONTACT

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🌐 [Portfolio](#) | [Github](#) | [Linkedin](#)

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

LANGUAGES

- English
- Romanian
- Fluent
- Native



PROFILE

I'm a **Game Developer** 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.

[See more](#)



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.