

PEPIJN LANGERAERT

pepijn.langerart@gmail.com

+32 498 47 12 92

Belgium, Bruges

EDUCATION

Howest University of Applied Sciences

3rd Year, Digital Arts and Entertainment
Game Development

September 2019-Present

Koninklijk Atheneum

Secondary Education
Mathematics, Physics, Chemistry, Biology

September 2015-June 2019

EXPERIENCE

Rise To Valhalla

Digital Arts and Entertainment

February 2021-June 2021

5 person group project

- Working in a small group to create a fully fledged game.
- Having clear communication even without any in person contact (due to COVID-19).
- Conceptualize a game and features attached to it.
- Prototype and research how to tackle new features.
- Debugging and error fixing.
- Coding C# in Unity to create a PC or arcade machine game.
- Learning to work with different parts of the Unity engine.

Techscape

Digital Arts and Entertainment and Colruyt Group (Belgian supermarket chain)

September 2021-Present

6 person group project

- Creating a game based on demands of a client.
- Prototype and research how to tackle new features.
- Coding C# in Unity to create a mobile game (Android).
- Learning to work with different parts of the Unity engine.

SKILLS

Programming skills:

C++ (Professional Proficiency), C# (Professional Proficiency), XAML (Intermediate Proficiency)

Engine Proficiency's:

Unity (Professional Proficiency), Unreal Engine 4 (Intermediate Proficiency)

Formatting:

Json (Professional Proficiency), Binary (Professional Proficiency)

Languages:

Dutch (Native Proficiency), English (Professional Proficiency), French (Elementary Proficiency)
