

PEPIJN LANGERAERT

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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 vertical slice of a 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), C# (Professional), XAML (Intermediate)

Tool Proficiency's:

Unity (Professional), Unreal Engine 4 (Intermediate), 3ds Max (Adept), Adobe Photoshop (Adept)

Formatting:

Json (Professional), Binary (Professional)

Languages:

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