PEPIJN LANGERAERT

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Belgium, Bruges

EDUCATION

Howest University of Applied Sciences   September 2019-Present
3rd Year, Digital Arts and Entertainment
Game Development

Koninklijk Atheneum   September 2015-June 2019
Secondary Education
Mathematics, Physics, Chemistry, Biology

EXPERIENCE

Rise To Valhalla   February 2021-June 2021
Digital Arts and Entertainment   *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.

Shootas Blood and Teef   March 2022-June 2022
Rogueside   *Internship*

- Working closely with design team.
- Fixing bugs in based on QA feedback.
- Debugging and fixing unknown code.
- Create behaviours using FSM's.
- Working with FMOD sounds.
- Working with event based systems.

SKILLS

Programming skills:
C++ (Professional), C# (Professional), XAML (Intermediate)

Tool Proficiency's:
Unity (Professional), Unreal Engine 4 (Intermediate),Unreal Engine 5 (Intermediate), 3ds Max (Adept),
Adobe Photoshop (Adept)

Formatting:
Json (Professional), Binary (Professional)

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