



Portfolio: markhaaijer.github.io/
www.linkedin.com/in/mark-haaijer/

Mark Haaijer



+32 489 95 50 59



Mark.Haaijer@outlook.com



Reenheide 22, 2370 Arendonk, Belgium

Skills

Illustrator	MySQL
C++	PS
C#	css
html	javascript

Software

Unity
Unreal Engine 4
Visual Studio
Perforce
GameMaker Studio

Languages

Dutch (Native)
English (Professional)

Interests

Coding
Gaming (PC)
Pixel art
Piano

About me

I'm a 23 year old programmer who aspires to become an app developer. I love creating worlds that can be interacted with as an outlet for my creative mind whilst challenging myself by seeking new gameplay mechanics to implement.

Education

Bachelor Digital Arts and Entertainment - HOWEST, Kortrijk
Game Developer DAE
Graduated: June 2020

High school degree IT - Campus Zenit, Turnhout
Graduated: June 2015

Work Experience

April 2015– June 2015
Gameplay Programmer intern • Bogaers Taleninstituut • Tilburg, Netherlands

- Implementing gameplay mechanics that educate at the same time
- General optimization
- Code reviews

Feb 2020– June 2020
Game developer intern for internal and external projects • DAE Studios • Kortrijk, Belgium

- VR based applications
- Creative input
- Programming over variety of projects
- Sound design

Sep 2020– April 2021
Software developer • SMS-Timing • Kortrijk, Belgium

- Booking software improvements
- Payment terminal integrations
- General software development
- API implementations

App development ---

June 2018– June 2018

Coal Mole (Android) • Boulder Dash inspired puzzle game with infinite randomly generated levels