



# Mark Haaier



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## 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 aspire to become a gameplay programmer. 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, Belgium  
Game Developer DAE  
Graduated: June 2020

### High school degree IT

Campus Zenit, Turnhout, Antwerpen  
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