



Portfolio: [markhaaijer.github.io/](https://markhaaijer.github.io/)  
[www.linkedin.com/in/mark-haaijer/](https://www.linkedin.com/in/mark-haaijer/)

# Mark Haaijer



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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'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