



# Mark Haaier



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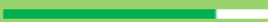
Mark.Haaier@outlook.com



Arendonk, Belgium

## Skills

C++



C#



html



## Software

Unity



Unreal Engine 4



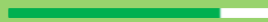
Visual studio



Perforce



GameMaker Studio



## Languages

Dutch (Native)

English (Professional)

## Interests

Coding

Gaming (PC)

Pixel art

## 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.

## 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

## Education

### Bachelor Digital Arts and Entertainment

HOWEST, Kortrijk, Belgium

Game Developer DAE

Graduated: Currently enrolled

### High school degree IT

Campus Zenit, Turnhout, Antwerpen

IT internship

Graduated: June 2015