# Niels Martens

Full stack and game developer

Having recently graduated with a degree in applied informatics, I am eager to embark on a career in the software and gaming industry, aiming to further develop my skills and expertise in this field.

## Contact

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## Education

2020 - 2023
**Applied informatics**
UCLL

## Skills

- Unity 2D
- Unity 3D
- Other game engines
- Agile workflow
- C#
- C++
- Python
- JavaScript
- Elixir / Phoenix
- SQL / databanking
- Java, Springboot
- HTML, CSS, Bootstrap

## Language

- Dutch
- English
- French

## Extra curricular activities

**March 2022**
UCLL, Campus Proximus

### Hack The Waste

A 24h long hackathon where I worked in an international team of students to solve cases about global waste problems.

**April 2022**
Cardiff University

### Webgaming course

The University of Cardiff offered a week-long web gaming course that attracted students from around the world. As part of the course, students formed groups of four and collaborated on developing a game prototype. At the end of the week, each group showcased their progress and presented their completed work.

**October 2022**
UCLL, Campus Diepenbeek

### E³UDRES² HACKATHON

A 36h long hackathon where i worked in an international team of student to design a booking platform for care services.

**September 2022 - December 2022**
Online

### E³UDRES² I Living Labs

An international project spanning a whole semester. During this project I worked with other students to create a prototype to help visually impaired people.

## Internship

**February 2023 - June 2023**
Kempische Steenweg 309, 3500 Hasselt

### XPLab - Unity project "The Artemis Journey"

During my internship at XPLab, a research division of UCLL specializing in robotics, drones, and extended reality, I had the opportunity to contribute to the development of a mobile game. Working closely with a team of fellow students, we successfully completed and published the game titled "The Artemis Journey." This educational game aims to teach children about space travel and NASA's plans for reaching Mars, utilizing the moon as a stepping stone. By incorporating gamification techniques, we made complex concepts accessible and engaging for young learners. The app is available for download on the Google Play Store.

## Reference

**David Vandenbroeck**
Project manager, XPLab

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