Information

Name:	Stan Vogels
address:	-*
City:	Breda
Postal Code:	-*
Country:	The Netherlands
Nationality:	Dutch
Date of birth:	16-07-2000
Phone number:	-*
E-Mail:	stanvogels@live.nl

Skills

Unity	Unreal Engine
C#	C++
C	Playstation
Git	Perforce
Adobe PS / XD	Microsoft office

Qualities

Eager to learn	Teamwork
Networking	Solution-oriented
Independent	

Languages

Dutch	English

Portfolio

* Portfolio version contains missing information due to privacy

Education

2020 - current — Game programmer
HBO bachelor
Breda University of
Applied Sciences Breda

- Improved my skills in C++, C and Unreal Engine.
- Worked in multi-disciplinary teams.
- Teams from 2-12 people.

2016 - 2020 — Game Development
MBO, niveau 4
Cum Laude
SintLucas Eindhoven

- Improved my skills in C# and Unity.
- Worked in teams of PR and VA's.
- Teams from 2-8 people.

Work experiences

2019 - 2020 — Intern Game Programmer
Mind Mansion
Eindhoven

- Using software to combat fears and anxieties.
- Improved my skills in C# and Unity.
- Working in a start-up taught me to be responsible for all aspects of the game / application.

2018 - 2019 — Intern Software Engineer
Yunify
Geleen

- Created games applicable to improve mental strengths.
- Improved my skills in C# and Unity.
- Working in a team of over 50 people.

2015 - 2022 — Supermarket Employee
Jumbo / Emté
Sint-Oedenrode

- Working throughout my school period made sure I could sustain myself and gave me discipline.

Projects

2022 - 2023 — Descent raytraced
C++ / C | BUas

- Converting an old game (DOS 1995) to a new platform like Windows and Playstation.
- Improved my skills in C++, C and team management.

2022 - 2023 — In Sheeps Clothing
C# / Unity | Personal project

- Creating a VR game.
- Improved my skills in C# and Unity.