Information

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

Skills

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

Qualities

Eager to learn	Collaboration
Creativity	Solution-oriented
Dependability	Problem-solving

Languages

Dutch
Native speaker

English
Professional Working proficiency

France
Beginner

Education

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

- *Improved my skills in C++, C, and Unreal Engine.*
- *Created games, engines, and stand-alone projects.*
- *Worked in multi-disciplinary teams of 2-12 people.*

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

- *Improved my skills in C# and Unity.*
- *Created games using scrum techniques.*
- *Worked in multi-disciplinary teams of 2-8 people.*

Work experiences

2019 - 2020
Intern Game Programmer
Mind Mansion
Eindhoven

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

2018 - 2019
Intern Software Engineer
Yunify
Geleen

- *Improved my skills in C# and Unity.*
- *Created applied games to enhance cognitive strengths.*
- *Working in a team of 50 people.*

Projects

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

- *Improved my skills in C++, C and team management.*
- *Converted an old game (DOS 1995) to a new platform like Windows and PlayStation.*
- *Brought new technologies, like raytracing to an old game.*

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

- *Improved my skills in C# and Unity.*
- *Created a game for VR.*
- *Worked in a small team of 2 people.*