



## 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++
Git	Perforce
CSS	HTML
Adobe PS / XD	Microsoft office

## Qualities

Eager to learn	Teamwork
Networking	Solution-oriented
Independent	

## Desired skills

Leadership

## Languages

Dutch      English

## Portfolio



## 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      In Sheeps Clothing  
C# / Unity | Personal project

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