



Information

Name: Stan Vogels
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City: Breda
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Country: The Netherlands
Nationality: Dutch
Date of birth: 16-07-2000
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Skills

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

Qualities

| | |
|----------------|-------------------|
| Eager to learn | Collaboration |
| Networking | Solution-oriented |
| Independent | |

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, niveau 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.