



## Information

Name: Stan Vogels  
Address: -\*  
City: Breda  
Postal Code: -\*  
Country: The Netherlands  
Nationality: Dutch  
Date of birth: 16-07-2000  
Phone number: -\*  
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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	English
Native speaker	Professional Working proficiency

France  
Beginner

## Education

- |   |  |
|---|--|
| 2020 - current  | Game programmer<br>HBO bachelor<br>Breda University of Applied Sciences, Breda |
| <ul style="list-style-type: none"><li>- Improved my skills in C++, C, and Unreal Engine.</li><li>- Created games, engines, and stand-alone projects.</li><li>- Worked in multi-disciplinary teams of 2-12 people.</li></ul> |  |
| 2016 - 2020   | Game Development<br>MBO, level 4<br>Cum Laude<br>SintLucas, Eindhoven          |
| <ul style="list-style-type: none"><li>- Improved my skills in C# and Unity.</li><li>- Created games using scrum techniques.</li><li>- Worked in multi-disciplinary teams of 2-8 people.</li></ul>                           |  |

## Work experiences

- |   |   |
|---|---|
| 2019 - 2020   | Intern Game Programmer<br>Mind Mansion<br>Eindhoven |
| <ul style="list-style-type: none"><li>- Improved my skills in C# and Unity.</li><li>- Created simulations to combat fears.</li><li>- Working in a start-up taught me to be responsible for all aspects of the game / application.</li></ul> |   |
| 2018 - 2019   | Intern Software Engineer<br>Yunify<br>Geleen        |
| <ul style="list-style-type: none"><li>- Improved my skills in C# and Unity.</li><li>- Created applied games to enhance cognitive strengths.</li><li>- Working in a team of 50 people.</li></ul>   |   |

## Projects

- |  |   |
|--|---|
| 2022 - 2023  | Descent raytraced<br>C++ / C   BUas                 |
| <ul style="list-style-type: none"><li>- Improved my skills in C++, C and team management.</li><li>- Converted an old game (DOS 1995) to a new platform like Windows and PlayStation.</li><li>- Brought new technologies, like raytracing to an old game.</li></ul> |   |
| 2022 - 2023  | In Sheeps Clothing<br>C# / Unity   Personal project |
| <ul style="list-style-type: none"><li>- Improved my skills in C# and Unity.</li><li>- Created a game for VR.</li><li>- Worked in a small team of 2 people.</li></ul>   |   |