

Sébastien Surmont (Ostende, Belgium)

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Portfolio: <https://sebastiensurmont.github.io/>

Summary

Technical Game designer with a passion for everything creative, with over 20 games developed ranging from PC games to Mobile & Controller, mainly using Unity & C#. Additionally, a love for Astrophysics, languages & making YouTube videos.

Relevant Experience

Game Developer Internship

@ AlterEyes (VR Studio – Hasselt) Feb 2025 - June 2025

Prototyped a VR puzzle game based on an internal concept, using both programming and design skills to prove its potential. This prototype impressed them and led to the formation of a team, including other interns, to make a full version. This game is to be released at the end of my internship.

Indie Game Developer

2020-present

Developing games across various genres, using Unity. Gaining extensive hands-on experience in design, programming, and iteration. Currently preparing for the release of a commercial title on Steam.

Youtuber

2020- present

I like to make videos out of the games I create to showcase them to a larger audience. To not only share my passion, but also to entertain people in another way outside of games. The games I make for these videos are more superficial than my real games as the focus is more on presenting it in an entertaining way.

Studies

Howest - Digital Arts & Entertainment (Kortrijk, Belgium)

Bachelor Independent Game Production 2022-2025

Athena Secondary (Ostende, Belgium)

Science, Engineering & Maths 2016-2022

Skills & Abilities

- **Unity, C# & OOP:** 4+ years of experience
- Basic experience with front end **web development**
- Experience optimizing code to run on VR devices, as well as open world games.
- **Multilingual:** Native level in **Dutch & English**, B1 in **French** & A2 in **Spanish**
- **Soft Skills:** Communicative, open to feedback, extremely curious, sociable
- **SQL & .NET** basic knowledge of using databases is .net framework
- Working in a **collaborative** way with others to achieve a common goal