

Sebastien Vermeulen



<https://www.linkedin.com/in/sebastien-vermeulen-ab0900194/>

Graphics programmer



<https://sebastienvermeulen.github.io/>

V5



Sebastienvermeulen123@gmail.com

Dedicated and focused on improving my skills in both programming and graphics. However, without walking away from challenges outside of my comfort zone. I try my best to be casual going to colleagues, so to foster a good team spirit.

Skills

C++	DirectX11
Unreal	HLSL
C#	ImGui
Unity	P4V
HTML	CSS

Console Experience

PS4	XBOX One
PS5	XBOX SX
PS VR2	Oculus

Languages

Dutch (Mother Language)
English (CEFR – C2)
French (CEFR – A1)

Experience

Supermassive Games

Programmer:

[Apr 2023 – Present]

- Unannounced Project

I have been working on multiple engine features. To improve coding workflows plus debugging performance.

- The Dark Pictures: Switchback VR HordeMode DLC

I was the main programmer placed on the project. I had to keep the performance within required framerates while upkeeping visual quality. I had to R&D new packaging methods for separate DLC file creation. And I had to resolve bugs that appeared.

Junior Programmer:

[Feb 2022 – Apr 2023]

- The Dark Pictures: Switchback VR

I was tasked with optimizing the game. But also adding smaller features like fades. There was a lot of refactoring required in the project which I mainly undertook.

- The Dark Pictures: The Devil in Me

I was tasked with general performance optimization. And with trying to resolve the issue related to HDR.

Moonmonster Studio

Freelance

[Feb 2022 – Apr 2023]

- Unannounced Project

R&D of new hardware and potential game features.

Intern:

[Feb 2021 – Jun 2021]

- Space Control

Working towards an early alpha stage.

Junior Programmer

[Jul 2020 – Aug 2020]

- Space Control

Creation of a vertical slice.

Education

Howest – Digital Art & Entertainment
Bachelors Degree – Game Development
[2018 – 2021]