

# Vermeulen Sebastien



## Contact

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- Website portfolio: <https://sebastienvermeulen.myportfolio.com/>

## Skills

### Coding languages

- |            |                   |            |                   |
|------------|-------------------|------------|-------------------|
| ▪ C++      | Proficient        | ▪ GLSL     | Medium Proficient |
| ▪ Unity C# | Proficient        | ▪ Assembly | Worked with       |
| ▪ HLSL     | Medium Proficient | ▪ SQL      | Worked with       |

### Software & API's

- |                     |                   |                        |                   |
|---------------------|-------------------|------------------------|-------------------|
| ▪ Unreal Engine 4   | Proficient        | ▪ Perforce (P4V)       | Proficient        |
| ▪ Visual Studio     | Proficient        | ▪ Github               | Proficient        |
| ▪ Unity Engine 5    | Proficient        | ▪ Sourcetree/Bitbucket | Proficient        |
| ▪ DirectX11         | Medium Proficient | ▪ SDL2                 | Medium Proficient |
| ▪ PhysX             | Medium Proficient | ▪ ImGui                | Medium Proficient |
| ▪ Oculus VR (Unity) | Medium Proficient | ▪ FMOD                 | Worked with       |

## Work experience

- Moonmonster Studio:
  - 5 months of work as intern programmer, working on an unannounced VR title in Unity.
  - 2 months of work as contracted junior programmer, working on an unannounced VR title in Unity.

## Education

- 2018-2021: Bachelor Digital Arts & Entertainment – Howest, Kortrijk, Belgium
- 2012-2018: Secondary Education Industrial sciences – VTI, Poperinge, Belgium

## Languages

- Dutch: Native, Proficient
- English: Proficient
- French: Conversational

## Hobbies

- Manga's
- Light novels
- DND
- Skiing