

Sebastien Vermeulen

Graphics programmer



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



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



Sebastienvermeulen123@gmail.com

Dedicated and focused on improving my skills in both programming and graphics without walking away from challenges outside of my comfort zone. I find being casual around colleagues important since it helps foster a good team spirit. Day by day I make improvements to systems and techniques to the betterment of the products I work on and workflows beneficial to the entire company.

Console Experience

PS4	PS5
XBOX One	XBOX SX
PS VR2	Oculus
Switch	

Skills

C++	DirectX11/12
Unreal	HLSL
Renderdoc	PIX
C#	ImGui
Unity	P4V
HTML	CSS

Languages

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

Experience

Studio GOBO

Programmer:

[Feb 2024 - Aug 2025]

- R&D Development

Implementing noise generation. Implementing large scale grass & terrain rendering using mesh shaders. Implementing volumetrics and weather system.

- LEGO Horizon Adventures

Optimizations over multiple platforms ranging from current gen to Switch. Various engine improvements & integrations. Shader debugging on platform specific bugs.

Supermassive Games

Programmer:

[Apr 2023 - Feb 2024]

- Unannounced Project

Multiple engine features to improve coding workflows plus debugging performance as well as exposing more settings to the user.

- The Dark Pictures: Switchback VR HordeMode DLC

Main programmer, optimization. New packaging methods for separate DLC file creation.

Junior Programmer:

[Feb 2022 - Apr 2023]

- The Dark Pictures: Switchback VR

Optimization, smaller features like fades, refactoring system in the project.

- The Dark Pictures: The Devil in Me

General performance optimization and resolving several issues related to HDR.

MoonMonster Studio

Freelance

[Feb 2022 - Apr 2023]

- Unannounced Project

Intern:

[Feb 2021 - Jun 2021]

- Space Control

Junior Programmer

[Jul 2020 - Aug 2020]

- Space Control

Education

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