

Vermeulen Sebastien



Contact

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- Website portfolio: <https://sebastienvermeulen.github.io/>

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