



ARTUUR DEMEYER

Junior Developer

Recently graduated as a Game Developer from Howest. I am eager to further expand my knowledge within the IT sector. I am looking for a role within a team where I can learn and collaborate on a daily basis. I would describe myself as a fast learner who is eager to grow and a committed team member.

Experience

Intern - Gameplay Programmer

Cyborn

Feb 2025 - Jun 2025

- Enemy AI inside Unreal Engine (C++)
- Developed new gameplay systems for future projects
- Co-development with artists and designers

Volunteer - Environmental Worker

Plantar Uma Árvore

May 2022 - Aug 2022

- Removal of invasive plant species
- Co-housing with other european volunteers
- All communication in English

Study

Game Development

Digital Arts & Entertainment (Howest)

Sep 2022 - Jun 2025

Education with an emphasis on C++ and C#, in both game-oriented and non-game-oriented projects. Preparation for the Game and IT industries, graduated with honors (cum laude).

Information

- ✉ Artuur.Demeyer@outlook.com
- 📞 +32 489 06 54 36
- 🏡 Marialand 20, Gent, Belgium
- 📅 08/11/2001
- LinkedIn [linkedin.com/in/artuurdemeyer](https://www.linkedin.com/in/artuurdemeyer)
- GitHub [woestijnbok.github.io](https://github.com/woestijnbok)

Skills

- C++ & C
- C#
- Git & Perforce
- Visual Studio & Rider
- Unreal Engine & Unity
- SQL

Languages

Dutch	★★★★★
English	★★★★☆
French	★★☆☆☆

Hobbies

- Basket
- Game Development
- Board Games