



## Information

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- 💼 [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

# 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).