



## Introduction

I'm Artuur Demeyer, a Game Development graduate (Howest, Belgium 2025). Excited to start my career as a gameplay programmer. Relocating within Europe to work on-site is not an issue for the right opportunity. 24 years old (8th November 2001), based in Ghent, Belgium. I'm fluent in English and Dutch, with a basic understanding of French.

## Contact & Links

[Artuur.Demeyer@outlook.com](mailto:Artuur.Demeyer@outlook.com)

[Portfolio](#)

[LinkedIn](#)

## Experience

### Game Developer - [Cyborn](#)

February 2025 – June 2025 @Ghent, Belgium

This was an internship that took place during my final semester of my Game Development studies at Howest. I focused on developing and testing multiple gameplay behaviour systems in Unreal Engine for future company projects. I collaborated in a team environment, working with both developers and, importantly, non-developers (sound designers, animators, ...) to achieve shared goals. This was my first professional experience in the game industry and a very valuable period. I improved my C++ and Unreal Engine (gameplay behaviour systems) knowledge, learned how to collaborate effectively on a shared codebase, communicate concisely and directly with non-technical team members, manage multiple deadlines simultaneously in a structured way, and establish a productive work rhythm.

### Volunteer - [Plantar Uma Árvore](#)

May 2022 – August 2022 @Buçaco, Portugal

Through the European Solidarity Corps, I joined Plantar Uma Árvore, where I worked with three other young adults in Buçaco National Park. Our main task was the removal of invasive species, contributing to the preservation of the local ecosystem. After work, all volunteers stayed together in the same house within the park. As the volunteers came from across Europe, communication was entirely in English. From this experience, I strengthened my communication skills, significantly improved my English, and learned the value of teamwork in an international setting. It was a very enjoyable and rewarding experience, surrounded by great people while contributing to nature conservation.

## Kitchen Aid - De Stokerij & Multatuli

September 2019 – September 2021 @Ghent, Belgium

Both restaurants were owned by the same employer, who I worked for on the weekends. Typically, there were four people in the kitchen, including myself as the dishwasher. This was my first work experience and a valuable one. I learned how to perform under pressure, adapt to fast-paced environments and most importantly, how to communicate and collaborate effectively within a team.

## Education

### Game Development - Howest

September 2022 – September 2025 @Kortrijk, Belgium

Before being a student at Howest I attended the University of Ghent for one and a half years. While I gained valuable knowledge there, I realized I was looking for a more technical field, which led me to pursue Game Development at Howest.

Early on, I realized this was the right decision. The program focused on preparing students for the AAA game industry, with a strong emphasis on C++ game development. My strong interest and passion motivated me to further develop my skills in my free time by starting up personal projects. During the final stages of my studies, I focused on gameplay programming, enjoying working in both Unreal Engine and custom C++ engines, and even creating my own engine from scratch. In the end I managed to finish my studies with honours (Cum Laude).

### Science And Mathematics - Wispelberg

September 2014 – September 2020 @Ghent, Belgium

During my secondary education in Ghent, I followed the Science and Mathematics track. While not technical, it sparked my interest in mathematics and other sciences such as physics and chemistry. Mathematics quickly became my strongest subject and later proved valuable during my game development studies. This program also helped me develop critical thinking skills and the ability to reflect on both my own work and that of others.

# Skills

## Soft

Having worked in international environments, I developed strong communication and collaboration skills with diverse team members, both in technical and interpersonal contexts. I value teamwork and maintain a positive attitude, contributing as a reliable team player. I communicate openly, clearly, and respectfully, while also being attentive and receptive as a listener.

## C Programming Languages

I have a strong understanding of C++ and have developed multiple projects, including both games (e.g. Tron) and non-game applications (e.g. custom Tron engine). Developed a strong eye for detail, which is crucial when coding in C++. Although C++ is my strongest programming language, I also have a basic understanding of C# and C.

## Game Engines

I have primarily worked with custom C++ engines and Unreal Engine, having developed multiple games (e.g. Potion Madness, Tron, ...) using both. Additionally, I have created several Unity projects (e.g. vector flow field project), giving me a foundational understanding.

## Gameplay Programming

As mentioned earlier, my main interest and passion lie in gameplay programming. During my internship, I gained hands-on experience with multiple behaviour systems (e.g. behaviour trees, state machines, smart objects, ...) used in the industry, including behaviour trees, navigation meshes, and other decision-making architectures.

## Graphics Programming

Through several graphics programming courses during my Game Development studies, I have gained a basic understanding of foundational concepts in graphics programming. I have created projects using both DirectX and Vulkan, with a particular focus on Vulkan.

# Hobbies

Unsurprisingly, as a game developer, I enjoy playing a variety of video games, both online and offline. I also enjoy playing board games with friends. Outside of gaming, I like playing basketball, going out and spending time on vacation with friends and family during the summer. When I have free time, I also enjoy working on my game projects.