ARTUUR DEMEYER

Junior Game Developer

Excited to begin my career as a game developer and eager to learn and expand my skills. I am highly motivated to improve myself both as a developer and as a team member, always seeking new ways to grow and contribute effectively. I have a keen eye for detail and thrive in collaborative team environments.

Experience

Intern - Gameplay Programmer

Cyborn

Feb 2025 – Jun 2025

- Enemy AI inside Unreal Engine (C++)
- Developed new sub-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

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- +32 489 06 54 36
- Marialand 20, Gent, Belgium
- 08/11/2001
- linkedin.com/in/artuurdemeyer
- woestijnbok.github.io

Skills

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

Languages

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

Hobbies

Basket
Game Development
Board Games