

# Liam Cremers

## Student Game Development

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## SUMMARY

I am a driven and passionate Game Development student with a strong foundation in computer systems and a deep interest in **modern C++** and **programming patterns**. Known for a creative and analytical mindset, I am confident in navigating more complex systems and specifications, as well as solving problems with a **proactive** approach. With a particular interest in automation and security systems, my passion extends beyond game development. I thrive in collaborative team environments and am eager to learn from experienced developers. I am seeking an internship at an innovative and **forward-thinking** company where I can continue to grow as a developer while helping to build **future-proof** systems.

## EDUCATION AND TRAINING

### Bachelor in Digital Arts and Entertainment: Game Development

Howest DAE

Kortrijk

### High School Diploma: IT Management

LevelX

Hasselt – '21

## EXPERIENCE

- Unwrap Game Jam '24

- Unwrap Game Jam '25

- Game Projects

## STUDENT JOB

### Assistant Store Manager – Delhaize

Maasmechelen, Belgium • 04/2018 – current

- Assisted with daily store operations, including opening/closing, inventory, and scheduling
- Trained student workers and supported the store manager with team coordination
- Built strong customer service skills and learned to manage unexpected challenges (covering shifts during staff illness or managing delivery delays)

### Languages

**Dutch:** First Language

**English:** B2

**French:** A2

**Italian:** A1

## SKILLS

- Proficient
- Intermediate

## Programming Languages

- C++
- C#
- Lua
- Python
- SQL
- HTML5
- CSS3
- JavaScript
- PHP

## Game Engines

- Unreal Engine
- Unity

## Source Control

- Git
- Perforce

## Frameworks/Libraries

- GLM
- SDL
- OpenGL
- Dear ImGui
- WPF
- DirectX11

## IDE's

- Visual Studio
- Visual Studio Code
- Clion
- Android Studio

## Tools

- Maya
- Photoshop