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