

# Quentin Demuynck

Game Developer



I'm a game developer with a strong technical foundation from Howest DAE, passionate about building immersive and interactive experiences. Whether it's gameplay systems, tools, or performance optimization, I love solving complex problems and bringing ideas to life through code. I thrive in team environments where creativity and technology come together to make great games.

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📄 [quentindemuynck.github.io/](https://github.com/quentindemuynck)

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## EDUCATION

### Modern Languages & Sciences Sint-Fransiscusinstituut

2017 - 2023

Brakel, Belgium

#### Courses

- French
- Dutch
- Math
- Biology
- Geography
- German
- English
- Physics
- Chemistry
- History

### Digital Arts & Entertainment: Game Development Howest

2023 - Present

Kortrijk, Belgium

#### Courses

- Programming (C++)
- Gameplay Programming
- 3D (Blender)
- Geometric Algebra
- Software Engineering
- Game Engine Fundamentals
- Tool Development
- Maths And Physics
- Gameplay Scripting
- Group Projects

## WORK EXPERIENCE

### Machine Operator Plastic Union

07/2023 - 08/2023

Menen, Belgium

Plastic Union is a company specializing in the production and processing of high-quality plastic products and components for various industries.

#### Achievements/Tasks

- Loaded materials and ensured smooth machine cycles for consistent output
- Maintained safety standards and kept the work environment clean and organized

### Test Automation Intern Globis

08/2024 - 09/2024

Aalst, Belgium

Globis is a leading provider of cloud-based logistics and supply chain software, helping businesses manage transport, warehousing, and product flows efficiently.

#### Achievements/Tasks

- Developed and maintained automated end-to-end tests using Cypress
- Wrote clear, reusable test scripts to verify UI behavior and user flows
- Reported bugs and collaborated with developers to resolve issues quickly
- Helped improve test coverage and application stability in agile workflows

## SKILLS

C++	●	●	●	●	○
C#	●	●	●	●	○
Python	●	●	●	○	○
Lua	●	●	○	○	○
Unity	●	●	●	●	○
Unreal	●	●	●	○	○
Godot	●	●	○	○	○
Photoshop	●	●	●	○	○
Blender	●	●	○	○	○

## PERSONAL PROJECTS

See portfolio.

## LANGUAGES

Dutch	●	●	●	●	●
French	●	●	●	●	○
English	●	●	●	●	○
German	●	○	○	○	○