SimonCoenen

Graphics Programmer

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Experience —



Guerrilla Games

Amsterdam, The Netherlands

Senior Graphics Programmer

In-house engine and tools tech.

Feb 2023 - now



Studio Gobo

Hove, United Kingdom

Mar 2022 - Jan 2023 Senior Engineer

Rendering features, tools and Windows platform development.

Apr 2019 - Mar 2022 Platform Engineer

Tools and platform development for Hogwarts Legacy.



Electric Square

Brighton, United Kingdom

Engine and Metagame Programmer Sep 2017 - Apr 2019

Working with Unreal Engine 4 to create Forza Street on Windows and mobile devices.

Software Engineer Intern

Four months internship working on Forza Street. Working on frontend metagame and UI systems. Jan 2017 - Jun 2017

Skills

- Knowledge of various engine and rendering systems in Unreal Engine 4 based on several years of experience in source modifications.
- Understanding of state of the art real-time rendering techniques.
- Strong understanding of rendering APIs such as Direct3D 12.
- Experience developing for Windows and console platforms.
- Passionate about open source development and hobby projects.
- Well comfortable with modern C++, Python, C#.

Education

2014 - 2017



Bachelor Degree Digital Arts & Entertainment

Howest, University of West-Flanders

Kortrijk, Belgium

Graduated with greatest distinction (85/100)



Mondern Sciences

Montfortcollege Rotselaar.

2008 - 2014 Rotselaar, Belgium

General secondary school focussed on math and sciences.



I'm a graphics programmer from Belgium currently working at Guerrilla Games, Amsterdam as a Senior Graphics Programmer.

I love spending my time on personal projects related to engine and graphics programming.

Date of Birth: 15/06/1996

Nationality: Belgian

Languages: Fluent Dutch and English.

Moderate French

Degree: Bachelor Game Development

Digital Arts & Entertainment.

Highest Honours







