Simon**Coenen**
Graphics Programmer
sim2.coenen@gmail.com | www.simoncoenen.com

Experience

Studio Gobo
Hove, United Kingdom

Senior Engineer   Mar 2022 - now

Rendering features, tools and Windows
platform development.

Platform Engineer   Apr 2019 - now

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   Jan 2017 - Jun 2017

Four months internship working on Forza Street.
Working on frontend metagame and UI systems.

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

Bachelor Degree Digital Arts & Entertainment   2014 - 2017
Howest, University of West-Flanders   Kortrijk, Belgium

Graduated with greatest distinction (85/100)
Education aimed towards becoming a technical artist leaning
in the direction of programming

Mondern Sciences   2008 - 2014
Montfortcollege Rotselaar.   Rotselaar, Belgium

General secondary school focussed on math and sciences.

I'm a programmer from Belgium
currently working on Hogwarts Legacy
at **Studio Gobo in Brighton**, UK as
a Platform Engineer.

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

I'm currently working remotely
from **Manchester, UK**.

Date of Birth: 15/06/1996

Nationality: Belgian

Languages: Fluent Dutch and English.
Moderate French

Degree: Bachelor Game Development
Digital Arts & Entertainment.
Highest Honours

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SIMON COENEN   @SIMON_COENEN