



Education

- Digital Arts and Entertainment (2014 - 2017)
Howest
Kortrijk, Belgium
- Science-Math (2006-2013)
Sint - Annacollege
Antwerpen, Belgium

Programming

- c++
I have used c++ to make a game with a school game engine. I also recreated a game engine in c++ to understand the pipeline better.
I'm currently working on a project in unreal engine, which uses c++.
- c#
I have mainly used C# to create games in Unity. I have made 6 projects that used Unity, where in 5 of them I was one of the main programmers.
Right now I'm learning more about basic C# so I can create WPF tools.

Work Experience

- Game Studio Neopica
Programmer for triple A games
Gent, Belgium
- Game Studio Neopica (2017)
Internship as programmer for tripla A games for 5 months
Gent, Belgium

Contact

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Igor Vermeulen

Gameplay Programmer

Profile

I am an ambitious, motivated person who isn't afraid of trying something new. I can get along with many types of people, this makes me an excellent teamplayer.

Professional Skills



Personal Skills

