

# Curriculum vitae

## Laurens Moonens

I am a **Game Development** student at Howest (Belgium), as part of the Digital Art and Entertainment program (DAE). My main programming interests are **gameplay** and **AI** programming. I love coming up with interesting and fun game mechanics, as well as balancing them. Apart from that I love to make game elements work on their own, as well as interact with the player in an interesting and engaging way. In my spare time, I like to widen my knowledge, regarding AI, by working on neural networks. I also love to make C++ "tools" or frameworks, that in the future would help me make games.

### Portfolio:

<https://laurens32moonens.wixsite.com/portfolio>

### Contact:

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## Technical skills

Programming languages: C++, C#, HLSL, SQL

Engines: Unreal engine, Unity

Other programs: Visual studio, 3DsMax, Perforce, Photoshop

## Other skills

Languages:

- Dutch: native language
- French: fluent
- English: fluent
- German: moderately

Character: creative, punctual, compassionate

## Education

September 2010 - June 2016:	Latin-math (secondary) Sint-Franciscusinstituut, Brakel
September 2016 - ... :	Digital Arts and Entertainment, Game Development Howest, Kortrijk (Passed first two years without retakes, starting third (final) year in September 2018, will graduate in June 2019)

## Interests

Games: Battlefield 1, Minecraft, The Binding of Isaac, ...

Other: music (violin, piano and singing), cycling, photography, ...