

# PEPIJN LANGERAERT

pepijn.langerart@gmail.com  $\diamond$  langeraertpepijn.github.io

+32 498 47 12 92

Belgium, Bruges

## EDUCATION

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### Howest University of Applied Sciences

3 Year, Digital Arts and Entertainment

Game Development

September 2019-2022

### Koninklijk Atheneum

Secondary Education

Mathematics, Physics, Chemistry, Biology

September 2015-June 2019

## EXPERIENCE

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### Shootas Blood and Teef & Hidden Through Time 2

*March 2022-Present*

Rogueside

#### *Shootas Blood and Teef*

*Internship - Full-time Job*

- Working closely with design team.
- Fixing bugs based on QA feedback.
- Debugging and fixing unknown code.
- Create behaviours using FSM's.
- Working with FMOD sounds.
- Working with event-based systems.
- Object-oriented programming.

#### *Hidden Through Time 2*

- Creating many proof of concepts for the design team to work with.
- Limiting concepts in scope (both time and functionality) depending on priority.
- Creating a component-based system that can easily be (de)serialized.
- Creating tools to enhance the workflow.
- Data-oriented programming.
- Porting to console (Xbox Scarlet)

## SKILLS

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### Programming skills:

C++ (Professional), C# (Professional)

### Tool Proficiency's:

Unity (Professional), Git (Intermediate), Unreal Engine 4 (Intermediate), Unreal Engine 5 (Intermediate), 3ds Max (Adept), Adobe Photoshop (Adept)

### Formatting:

Json (Professional), Binary (Professional)

### Languages:

Dutch (Native), English (Professional), French (Elementary)

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