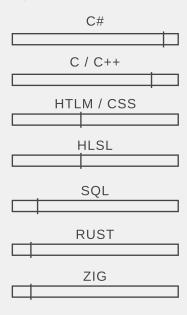
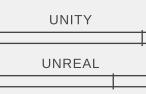
L A U R E N S M O O N E N S

GAME DEVELOPER

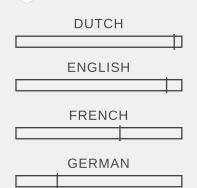
PROGRAMMING LANGUAGES







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ABOUT ME

Eye for detail, creative, eager and fast to learn, punctual

I'm a passionate programmer, continuously trying to find and expand the limits of my knowledge and abilities. As a thinker at heart, I solve problems for breakfast and embrace complex challenges as an

opportunity to learn and grow. By combining my love for programming with enthusiasm and a dash of humor, I strive to create a positive and productive work environment that brings out the best in both myself and the team.

EXPERIENCE

UNITY DEVELOPER @ THE PACK STUDIO

Februari 2021 - Present

Currently I am working at The Pack as a Unity developer, where I get to work on a wide variety of projects, from animation feature films, to VR experiences and videogames. This is all tied together with continuous development and support for the in-house pipeline, Synk.

UNEMPLOYED

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August 2020 - December 2020

After I left Exiin, since the project had come to a finish and would be released in September of 2020, I remained unemployed for a short period. During this time I focused on widening my knowledge around game engines, specifically ECS frameworks. I did this by laying down the foundations of an ECS framework in C.

GAMEPLAY PROGRAMMER @ EXIIN

Februari 2019 - June 2019 (Internship) June 2019 - Juli 2020 (Junior)

During my time at eXiin, both as an intern as well as a junior gameplay programmer, I was responsible for prototyping, implementing and expanding different AI behaviors. This ranged from the smallest of enemies to the most epic boss fights. Aside from that I implemented a variety of other gameplay elements, such as NPC appearance generation, and different special attacks for the player.

EDUCATION

DIGITAL ARTS AND ENTERTAINMENT, GAME DEVELOPMENT

@ HOWEST, KORTRIJK

September 2016 - June 2019 Graduated with distinction

LATIN - MATHS

@ SINT-FRANCISCUSINSTITUUT, BRAKEL September 2010 - June 2016



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