

# SIMON COENEN

## GAME PROGRAMMER

+44 (0)79 33 87 19 74  
www.simoncoenen.com  
sim2.coenen@gmail.com

ID

Date of Birth: 15/06/1996  
Nationality: Belgian  
Languages: Fluent Dutch and English  
Moderate French  
Degree: Bachelor Digital Arts & Entertainment, major in Game Development

### TECHNICAL SKILLS

Knowledge of C++ and C#  
Capable of quickly learning and adapting to new techniques and software packages  
Familiar with Epic's Unreal Engine 4 and Unity3D

### TECHNOLOGY

Languages: C++ (STL), C#, HTML/CSS  
Frameworks: DirectX 11, Nvidia PhysX, Nvidia FleX, FMOD  
Software: Microsoft Visual Studio, Unity3D, Unreal Engine, Autodesk 3ds Max, Adobe Photoshop, Microsoft Office

### WORK EXPERIENCE

Jul 2017 - now Programmer at Studio Gobo, Brighton  
*Game programmer on an unannounced project*  
Jan 2017 - Jun 2017 Software engineer intern at Studio Gobo, Brighton  
*Four months internship working on an unannounced project*

### EDUCATION

2014 - 2017 Bachelor Degree Digital Arts & Entertainment, Howest, University of West-Flanders  
*Education aimed towards becoming a technical artist leaning in the direction of programming*  
2008 - 2014 Modern Sciences (6h Math), Montfortcollege Rotselaar.  
*General secondary school focussed on math and sciences.*

### EXPERIENCE

2015 Teacher summer introduction courses at Digital Arts & Entertainment  
*Programming and 3D modeling*  
2016 Virtual reality Game Jam with Google Cardboard  
*At Howest University*  
2016 Brain's Eden Game Jam in Cambridge, UK  
*Shortlist picked by Unity*

### SOCIAL PROFILES



/SIMON.COENEN330



/SIMONCOENEN



/SIMONCOENEN



SIMON.COENEN



SIMON COENEN



@SIMON\_COENEN