

Simon Coenen

Game Programmer

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ID

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

Experience

Studio Gobo Platform Engineer Game programmer on an unannounced AAA project	Hove, United Kingdom Apr 2019 - now
Electric Square Engine Tech and Metagame Programmer Working with Unreal Engine 4 to create Forza Street	Brighton, United Kingdom Sep 2017 - Apr 2019
Studio Gobo Software Engineer Intern Four months internship working on Forza Street. Mostly working on metagame and UI	Hove, United Kingdom Jan 2017 - Jun 2017

Technology

Languages:	C++ 14 (STL), C#/NET/WPF, HLSL, Html/CSS
Frameworks:	DirectX 12, DirectX 11, Nvidia PhysX
Software:	Microsoft Visual Studio, Unity3D, Unreal Engine 4 Git/Mercurial/Perforce

Education

Bachelor Degree Digital Arts & Entertainment Howest, University of West-Flanders Graduated with highest distinction (85/100) Education aimed towards becoming a technical artist leaning in the direction of programming	Kortrijk, Belgium 2014 - 2017
Mondern Sciences (6h Math) Montfortcollege Rotselaar. General secondary school focussed on math and sciences.	Rotselaar, Belgium 2008 - 2014

Miscellaneous

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	2015

Social Profiles



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