

Simon Coenen

Graphics Programmer

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I'm a graphics programmer from Belgium currently working at **Guerrilla Games**, Amsterdam as a **Senior Graphics Programmer**.

I love spending my time on personal projects related to engine and graphics programming.

Date of Birth: 15/06/1996

Nationality: Belgian

Languages: Fluent Dutch and English.
Moderate French

Degree: Bachelor Game Development
Digital Arts & Entertainment.

Highest Honours

Experience



Guerrilla Games

Amsterdam, The Netherlands

Senior Graphics Programmer

Feb 2023 - now

In-house engine and tools tech.



Studio Gobo

Hove, United Kingdom

Senior Engineer

Mar 2022 - Jan 2023

Rendering features, tools and Windows platform development.

Platform Engineer

Apr 2019 - Mar 2022

Tools and platform development for Hogwarts Legacy.



Electric Square

Brighton, United Kingdom

Engine and Metagame Programmer

Sep 2017 - Apr 2019

Working with Unreal Engine 4 to create Forza Street on Windows and mobile devices.

Software Engineer Intern

Jan 2017 - Jun 2017

Four months internship working on Forza Street. Working on frontend metagame and UI systems.

Skills

- Knowledge of various engine and rendering systems in **Unreal Engine 4** based on several years of experience in source modifications.
- Understanding of state of the art **real-time rendering techniques**.
- Strong understanding of rendering APIs such as **Direct3D 12**.
- Experience developing for **Windows and console platforms**.
- Passionate about open source development and hobby projects.
- Well comfortable with **modern C++, Python, C#**.

Education



Bachelor Degree Digital Arts & Entertainment

Howest, University of West-Flanders

2014 - 2017

Kortrijk, Belgium

Graduated with greatest distinction (85/100)



Mondern Sciences

Montfortcollege Rotselaar.

2008 - 2014

Rotselaar, Belgium

General secondary school focussed on math and sciences.



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