



Sebastiaan Vryens

Programmer

CONTACT ME

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[LinkedIn](#)

Worldwide

SKILLS

- Unreal Engine, Unity
- Mathematics
- Troubleshooting
- Problem Solving
- Team Collaboration

LANGUAGES

- English
- French
- Dutch
- C++, C#
- Python
- HTML, CSS

HOBBIES

- Travel
- Hiking, Running
- Fitness

PERSONAL PROFILE

As a passionate and motivated game development student, I am seeking an **international end-of-study internship** opportunity to apply my skill and knowledge in a dynamic development environment. Eager to contribute to innovative projects, I aim to gain hands-on experiences in programming and collaboration within a professional setting.

EDUCATION

Bachelor Game Development 2022 - 2025

Digital Arts and Entertainment, Howest, Belgium

Member of the student council at DAE 2022 - 2025

- Actively participated in discussions and decision-making processes to represent the interest and concerns of fellow students.
- Collaborated with the faculty and administrators to address student needs and contributed to the improvement of campus life.

Kajaani University, Finland, Erasmus aug 2024 - dec 2024

- Enhanced mathematical and programming skills through dedicated coursework.
- Gained valuable cultural experience and adaptability by living and studying abroad.

CAREER SUMMARY

Belgian Defence, XR-Labs: jun 2024
Summer Internship, Software Engineer

- Developed an offline, multi-language, real-time speech-to-text program using Python.
- Worked closely with a small team to design the solution effectively.
- Ensured successful project completion through effective teamwork and communication.

TOP PROJECTS

Street Hustle: Survival Struggle, open-world dec 2023

- Learned about npc- and traffic behaviours, major questlines, time management and code adaptability to make it in 6 weeks.

Cuphead, the C++ Remake, 2D side-scroller jun 2023

- Sharpened skills in code optimization and class usage, a complex game loop with a lot of enemies, multiple levels, complex states and more.

And a lot, lot more!