

LAURENS MOONENS

GAME DEVELOPER



PROGRAMMING LANGUAGES

C#



C / C++



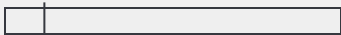
HLSL



HTML / CSS



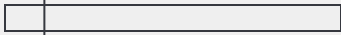
SQL



RUST



ZIG



GAME ENGINES

UNITY



UNREAL



OTHER TOOLS

JEKYLL

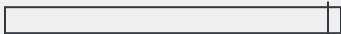


CMAKE

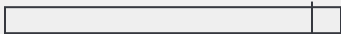


LANGUAGES

DUTCH



ENGLISH



FRENCH



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

SENIOR UNITY DEVELOPER @ TRIANGLE FACTORY

August 2023 - Present

Currently I am working as a Senior Unity Developer at Triangle Factory, a game studio specialized in multiplayer VR shooters. Here I made my entry by helping with post-launch support and developing updates for their 5v5 tactical shooter Breachers. Nowadays I work closely on their upcoming 32-player VR shooter, called Forefront, by prototyping and implementing various core game systems, such as a UI animation system, modular gamemodes system, and investigated client-side prediction for networked vehicle physics. Aside from this, I also implemented and maintained an automatic performance benchmark tool integrated into the CI/CD pipeline.

UNITY DEVELOPER @ THE PACK STUDIO

Februari 2021 - August 2023

At the post production studio The Pack I worked as a Unity developer, where I got to work on a wide variety of projects, from animation feature films, to VR experiences and videogames. This all tied together with continuous development and support for the in-house pipeline, Synk.

UNEMPLOYED

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-FRANCISCUUSINSTITUUT, BRAKEL

September 2010 - June 2019



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