

# KAREL LOMMAERT

## ABOUT ME

Hi, I'm Karel Lommaert. I recently graduated as a master in game technology. I specialize in gameplay and AI programming. My passion for games started when I was very young, but it has since shifted towards making them more so than playing them. I enjoy learning about new programming techniques and researching methods to solve various problems.

---

## SKILLS

### PROGRAMMING LANGUAGES

- C#
- C++
- Python (Basic)
- SQL (Basic)

### SOFTWARE

- Visual Studio
- Unity
- Unreal Engine
- 3DS Max
- Photoshop

---

## EDUCATION

### 09/2018 – 07/2019

BUas – Breda, Netherlands

Master in Game Technology | Game AI & Deep Learning

### 09/2014 – 06/2018

Howest – Kortrijk, Belgium

Professional bachelor Digital Arts and Entertainment | Game Development

### 09/2008 – 06/2014

Highschool – Westerlo/Herentals, Belgium

- 2 years Latin and general knowledge
- 4 years sciences and math

---

## WORK HISTORY

### 01/2018 – 06/2018

Intern Gameplay Programmer, Crazy Monkey/Warcave Studios – Geel, Belgium

### 12/2019 – 12/2020

Volunteered remotely at a start-up indie – Georgia, USA

---

---

**LANGUAGES** Dutch (Native)  
English (Fluent)  
French (Basic)

---

**HOBBIES**

**KLJ**

KLJ (Katholieke landelijke jeugd) is a youth movement. After being a member for several years, I ended up being a board member for 6 years. Now cause of Covid, we occasionally do activities online or in small groups. During my time in the KLJ, I did 2 courses granting me the following certificates:

- Animator certificate
- Chief animator certificate

**GAMES**

Besides KLJ, I also enjoy playing games. I play a wide range of genres, but my current favorite games are League of Legends, Guild Wars 2 and Heroes of Might and Magic 5. Besides video games I also enjoy playing Magic: The Gathering.

**PERSONAL PROJECTS**

I also spend a lot of my time working on personal projects. I mostly work on small game ideas I want to test, but also like challenging myself with other programming problems.