

## KAREL LOMMAERT

**ABOUT ME** Hi, I'm Karel Lommaert. I'm a game developer, currently in my last year of education. I've always had a passion for games, and being able to make them for a living is like a dream come true. I'm a gameplay programmer, and I'm looking for an internship starting in February.

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**SKILLS** **PROGRAMMING LANGUAGES:**

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

**SOFTWARE:**

- Visual Studio
- Unreal Engine 4
- Unity
- 3DS max
- Photoshop
- Illustrator

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**EDUCATION** **09/2014 – PRESENT**

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

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

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**HOBBIES** **KLJ**

KLJ (Katholieke landelijke jeugd) is a youth movement. After being a member for several years, I became a leader. This is my fifth year as a leader. I've done 2 courses granting me the following certificates:  
- Animator certificate  
- Chief animator certificate

## **GAMES**

Besides KLJ, I also play games. I play a wide range of genres, but my favorite games currently are Guild Wars 2 and Heroes of Might and Magic 5

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