Laurens Krikilion

Programmer

Contact

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🌐 Portfolio: https://slowlor1ss.github.io/KrikilionLaurens.github.io/

Summary

I'm currently studying at DAE and looking for an end-of-study internship.
My main focus is C++, but I have a broad interest in game development and try to be a jack of all trades. However, within game development, I particularly like gameplay for the freedom and creativity that comes with it. Together with an ambition for anything more low-level related. I love optimizing code and getting the most out of a small piece of code.

Education

Howest - Digital Arts and Entertainment
Bachelor's degree, Game development
2020 - 2023

Viso Mariakerke
High School degree, Graphic Communications
2017 - 2020

GO Atheneum Brakel
Electromechanical Engineering
2014 - 2017

Skills

- C++ (Specialised)
- C#
- Gameplay
- Low Level Programming
- Unity, Unreal Engine 4
- Git, Perforce
- Blender, Maya
- Substance painter
- Photoshop, Illustrator, InDesign
- HTML, CSS

Languages

- Dutch - Native Tongue
- English - Proficient
- French - Basic

Hobbies

In my free time, I like to go swimming occasionally to get some sport in. Besides that, I have a keen interest in psychology and enjoy learning more about it. I also really see programming as a hobby of mine and often enjoy working on some small side projects.