



Bram Vernimmen

AI Programmer

About Me

Love Gameplay Programming, interested in AI.
Always down to learn new things.
Have no problem working in a team.

Education

Digital Arts & Entertainment

Howest University of Applied Sciences
- Kortrijk

2021 - present: Major Game Development

2020 - 2021: Major 3D Animation

2019 - 2020: Major Game Graphics Production

High School

Oscar Romerocollege - Dendermonde

2016 - 2019: Business, IT & Networking

Sint-Vincentiusinstituut - Dendermonde

2013 - 2016: Sciences

Soft Skills

Presenting

Team Work

Communication

Giving and Receiving Feedback

Good Attitude

Solving Conflicts

Contact

✉ vernimmenbram@gmail.com

🌐 vernimmenbram.com

🌐 [linkedin.com/in/vernimmen-bram](https://www.linkedin.com/in/vernimmen-bram)

🐙 github.com/BramVernimmen

Extra Info

Born in Belgium on Februari 23rd, 2001

Currently resides in: Dendermonde, Belgium

Experience

Assistant teacher C++

Howest University of Applied Sciences | 2023 - 1 day

Helped teaching beginners the basics of C++, this includes variables, functions, conditions. Also working with a small SDL framework. This was 1 day.

Complaints Service for Real Estate

Flemish Government, Aalst | 2017 - 1 month

Had to handle mails from people that had complaints about the taxing of real estate, usually due to mistakes in the database of the Government.

Skills

Programming Languages

C++, C#, HLSL, Processing, HTML, CSS

Languages

Dutch: Fluent

English: Proficient

French: Basic

API's

DirectX11, PhysX, Win32

Game Engines

Unity, Unreal Engine

Notible Applications

Github, Perforce, CMake, Maya, 3dsMax, Houdini, PhotoShop, MS Office