

Sebastien Vermeulen

Graphics programmer



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<https://sebastienvermeulen.github.io/>



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Dedicated and focused on improving my skills in both programming and graphics without walking away from challenges outside of my comfort zone. I find being casual around colleagues important since it helps foster a good team spirit. Day by day I make improvements to systems and techniques to the betterment of the products I work on and workflows beneficial to the entire company.

Skills

C++	DirectX11
Unreal	HLSL
C#	ImGui
Unity	P4V
HTML	CSS

Console Experience

PS4	XBOX One
PS5	XBOX SX
PS VR2	Oculus

Languages

Dutch (Mother Language)
English (CEFR - C2)
French (CEFR - A1)

Experience

Supermassive Games

Programmer:

[Apr 2023 - Present]

- Unannounced Project

I have been working on multiple engine features to improve coding workflows plus debugging performance as well as exposing more settings to the user.

- The Dark Pictures: Switchback VR HordeMode DLC

I was the main programmer placed on the project keeping the performance within required framerates while upkeeping visual quality. I had to R&D new packaging methods for separate DLC file creation and resolve bugs that appeared throughout the project.

Junior Programmer:

[Feb 2022 - Apr 2023]

- The Dark Pictures: Switchback VR

I was tasked with optimizing the game but also adding smaller features like fades, there was a lot of refactoring required in the project which I mainly undertook.

- The Dark Pictures: The Devil in Me

I was tasked with general performance optimization and with resolving several issues related to HDR.

MoonMonster Studio

Freelance

[Feb 2022 - Apr 2023]

- Unannounced Project

R&D of new hardware and potential game features.

Intern:

[Feb 2021 - Jun 2021]

- Space Control

Working towards an early alpha stage.

Junior Programmer

[Jul 2020 - Aug 2020]

- Space Control

Creation of a vertical slice.

Education

Howest - Digital Art & Entertainment
Bachelors Degree - Game Development
[2018 - 2021]