



Skills

C++
C#

Software

Unreal Engine 4 & 5
Unity
Visual studio
Perforce
Hansoft

Languages

Dutch (Native)
English (Professional)

Interests

Coding
Gaming
Anime
Model Kits
Card Games

Koen Goossens



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Antwerp, Belgium



www.linkedin.com/in/Koen-G



Dublin, Ireland

About me

I aspire to become a gameplay/AI programmer. I am enthusiastic about creating an amazing experience for players while interacting with the world around them. AI development is another passion of mine as a good AI improves the gameplay experience.

Work Experience

June 2020 – Current

Senior Lead Unreal / C++ Engineer • Black Shamrock - Virtuos • Dublin, Ireland

- Combat AI
- Console porting
- Tech research
- Code Reviews
- Working with clients

November 2019 – June 2020

Game Developer • Neopica • Ghent, Belgium

- Implementing new gameplay mechanics.
- Adding new behavior to existing AI.
- Creating tools for internal/external use.

February 2019 – June 2019

Intern Gameplay Programmer • Pajama Llama Games • Ghent, Belgium

- Implementing new gameplay mechanics.
- Implementing new AI agent.
- Code reviews.

Education

Bachelor Digital Arts and Entertainment

HOWEST, Kortrijk, Belgium

Game programmer Internship

Graduated: September 2019