





Connor De Meyer

Game Designer

 connordemeyer@gmail.com

 0493393468

 24/11/2000

 Belgian

 connordemeyer.tech

CAREER

Feb 2023 – July 2023

CyGames – *Tokyo*

Intern Researcher

Implementation and optimization of specialized Motion Matching Technique in Unreal Engine - C++

EDUCATION

September 2020 – July 2023

Digital Arts and Entertainment Howest – *Belgium, Kortrijk*

Bachelor of Game Development

This course teaches Expert C++ skills, teaches about Graphics programming, UE4, Unity, Game design, AI programming, Algorithms, Data & Computer science and the basics of 3D for games.

SKILLS

C++ 

Unreal Engine 5 

C# 

HLSL 

Unity 

Python



Java



LANGUAGES

English



Spanish



Dutch

