

# AKLI LOUNES TOUATI

GAME CREATOR

## PERSONAL DETAILS

### Date of Birth

26-02-1999

### Location

Utrecht, Netherlands

### E-mail

[info@lounes.nl](mailto:info@lounes.nl)

### Website

[www.lounes.nl](http://www.lounes.nl)

## SKILLS

Languages	-	C++ / C#
Shaders	-	GLSL
Libraries	-	STD / OpenGL / SDL2
Coding Env.	-	Visual Studio
Game Engines	-	Unity / Unreal Engine 4
Version control	-	Git
SDK's	-	Xbox One

## LANGUAGES

Dutch	-	mother tongue
English	-	fluent

## EDUCATION

### GAME DEVELOPMENT

Grafisch Lyceum Utrecht  
2016 - now

### VMBO-TL

Oosterlicht College Vianen  
2012 - 2016

## EXPERIENCE

### Game programming intern at Codeglue Games | FROM FEBRUARY 2020 – NOW

Helped port Re:Legend to consoles. Developed tools, systems for console and optimizations for the project.

### Tournament organizer for AFK\_Esports | FROM OCTOBER 2019 - NOW

Volunteer work, running brackets, making sure everyone plays their matches and taking scores.

### Cafeteria De Hagen | FROM MAY 2015 - MARCH 2016

Waiter, dishwasher and working in the kitchen.