



Short Introduction

I am in my last year of Game Development at Digital Arts and Entertainment. Currently looking for an **internship** opportunity with a focus on **gameplay programming**. I was born on the 8th of November 2001 in Belgium, Gent. currently still living there. I have two brothers, one older and one younger. I can speak both English and Dutch fluently, Dutch being my native language. My French is less fluent.

Experiences

Student Job – [Ago Interim Office](#)

May 2018 – May 2018 @Belgium, Ghent

The main tasks that were asked of me were the packing of goods and or making the goods ready to be packed. The primary lesson I learned during this period was that working long on something that isn't creative and without communication with other people during the process isn't something I enjoy. I learned the importance of creativity and the need for communication.

Kitchen Aid - [De Stokerij](#) & [Multatuli](#)

September 2019 – September 2021 @Belgium, Ghent

Both restaurants were owned by the same person who I worked for on the weekends. In the beginning I mainly worked at De Stokerij and near the end at Multatuli. During this period, I did the dishwashing and sometimes helped the chef with preparing food. The kitchen consisted of a dishwasher, 2 sous chefs and the chef. This meant that there was a lot more communication than in my previous job. This communication needed to be very clear and fast during the more pressured moments of service. The main lessons I learned here was working under pressure and doing that with other people. And thus, also needing clear and good communication.

Volunteer - [Plantar Uma Árvore](#)

May 2022 – August 2022 @Portugal, Buçaco

I worked for Plantar Uma Árvore via the [European Solidarity Corps](#). I worked with 3 other young adults at the Buçaco national park. The main tasks we did as volunteers was the removing of invasive species and helping the local workers. After our working hours we stayed at a house in the park where we as volunteers lived together. There were always four volunteers including me. Sometimes new volunteers came, and other ones left in total I met 5 new people. These people were from Germany, Spain, Italy and France this meant that everything was English during the work period and after. The main lesson I took away from this experience was healthy communication and bettering my English. I loved this experience, being surrounded by good people and nature.

Education

Primary Education - [De Muze](#)

Ages 4 - 12 @Belgium, Ghent

This school focuses on the creative development of children.

Secondary Education - [Wispelberg](#)

Ages 12 – 18 @Belgium, Ghent

I learned here to communicate with other people with many different religions. I also picked up the ability to critically think about my work and other people's work. During this period, I found that I liked math and science and was also good at them. I finished my secondary education with a degree in Science and Math.

Higher Education - [Ghent University](#)

Ages 18 – 20 @Belgium, Ghent

Right after I finished my secondary education, I studied the Bachelor of Science in Math at Ghent University unfortunately I quit after 1 semester but during my semester I passed a course about Java and one about Sage and LaTeX. In my second semester I decided to study for the Bachelor of Science in Biochemistry and Biotechnology. I passed the following courses: Biodiversity of Animals, Mathematics 1 and Mathematics 2. Mathematics 1 & 2 being my best courses so far with scores of 18 and 19 respectively. I failed to complete the Bachelor and quit after 18 months. I decided then to do some volunteering work before studying again.

Current Education - [Howest](#)

Ages 21 - ... @Belgium, Ghent

I am currently studying [Game Development](#) at Howest, I'm in my third and last year now. The main purpose of this degree is to learn game development in both C++ and C#, primarily C++. Whilst mainly focusing on gameplay programming we also learn graphics and engine programming.

Skills

I have a strong foundation in game development both in C++ and C# with a focus on C++. I am very passionate about both languages and eager to improve in both.

Worked in multiple game engines like Unreal Engine and Unity. I have the most experience in Unreal Engine, but I have solid understanding of both. Created and used custom C++ game engines for certain projects.

I also have experience in graphics programming. Have worked with both Vulkan and DirectX in the past. I have written shaders in hlsl and glsl, mainly pbr shaders.

Hobbies

During my past time I liked to play basketball. I also like going out with my friends or meeting up with them to play board games like Catan. When I have free time, I like to play video games on my own or with friends. These are mainly under the strategy genre. During the bigger periods of free time, I like going on vacations to new places with my family and or friends.