

About me

I am a programmer, recently graduated with a master in Game Technology focused on real-time graphics, with a passion for games and programming in general. My interests range from gameplay programming to engine development.

Skills

Programming Languages

- C++
- C#
- GLSL
- HLSL

Software

- Visual Studio
- Unity
- Unreal Engine 4
- 3ds Max
- Photoshop

Graphics API's & Libraries

- DirectX12
- DirectX Raytracing (DXR)
- Vulkan
- PhysX

Languages

- Dutch (Native speaker)
- English (Fluent)
- French (Basic)

Education

Master Game Technology	BUAS, Breda	2019
Bachelor Digital Arts & Entertainment	Howest, Kortrijk	2018
Informatics & Accountancy	K.A., Keerbergen	2015

Work History

Intern Programmer	Graphine, Gent	02/2018 – 06/2018
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Hobbies and Interests

- I like playing video games with genres ranging from sports to fantasy
- I'm a football fanatic and love to watch and play the game