

Personal Information

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🏠 Lede, Belgium

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Hard Skills

- C++ / C# / Json / HTML / SQL
- Unity / Unreal Engine 4 / OverLord / Custom engines
- Visual studio
- Perforce / Github / SourceTree / Bitbucket
- HacknPlan / Jira
- Binary operations (R&W) / AI / graphics programming

Soft Skills

- Problem Solving
- Leadership
- Teamwork
- Communication
- Adaptability

Languages

- Dutch
- English
- French
- German

Hobbies

- Gaming
- Gym
- Piano
- Scouts
- Reading

Profile

I am a DAE Game Development veteran who also studied and practiced the clockworks of business. My passion for (retro) games and their development process has been a driving force throughout my career. Fostering a strong enthusiasm for programming, I am consistently intrigued to solve problems.

I am eager to challenge myself and take initiatives. A great example of my gaming passion and proactive approach is the arcade I made. One of my recent and on-going adventures is a start-up gaming company in which I take a co-founder and programming role.

During my spare time, I devoted more than 13 years to the scouts, 3 of which I spend taking on a leadership role for children. This experience significantly molded my character, instilling skills like organization and responsibility that I consistently apply in both my personal and professional endeavors.

Education

Networks and IT (high school)

Sep 2016 – Jun 2018

Sint-Maarten Instituut, Aalst, Belgium

Learned about the fundamentals of PC hardware, C# programming, server management (Linux & Windows) and data management (SQL).

Digital Arts and Entertainment – Game Development

Sep 2018 – Jun 2022

Howest University of Applied Sciences, Kortrijk, Belgium

- Focused on the Game Development workflows, empowering students to efficiently work under constant deadlines and high expectations.
- Discovering different aspects of the game development workflow. Acquisition of soft skills by working with other departments (EG: artists).

Game development (Erasmus exchange)

Aug 2021 – Dec 2021

KAMK University of Applied Sciences, Kajaani, Finland

Courses teaching about programming (mobile games), game production, game business, leadership, and project management.

Postgraduate in Entrepreneurship

Sep 2022 – Jun 2023

Collaboration between Hogent and Odisee universities, Gent & Aalst, Belgium

- Personal and business development through individual coaching.
- Extending business network and practicing pitching ideas.
- Learning more about specific business aspects like sales, funding, etc...

Work experience

Network Administrator (internship)

Jan 2018 – Mar 2018

Psychiatric Centre Ariadne, Lede, Belgium

Maintaining and updating servers. Installing and repairing computers.

Gameplay Programmer (Internship)

Feb 2022 – Jun 2022

Frozenbyte Oy, Helsinki, Finland

Working as gameplay programmer on Starbase and Trine 5 in a custom engine.

Co-founder and Programmer

Sep 2022 - Ongoing

Hawks on the Horizon, remote & test site, Lede & Kortrijk, Belgium

- Taking up all the programming responsibilities from networking (using Unity mirror) to gameplay (C# Unity) and data processing (Json).
- Handling management responsibilities like creating the financial planning, researching critical decisions, engaging with clients and investors, etc.