

Employment

Programmer **Team17 Ltd.** **September 2014 - Present**

The Escapists 2 (C# Unity3D - Current Project)

- Gameplay implementation.
- Unity3D Editor Tool Creation.
- Responsible for Xbox One implementation.

Worms WMD (C++)

- Brought onto the project to help getting the game finalized and polished.
- Helping with the further implementation of Xbox One systems such as Voice Chat, Achievements, Hero Stats and Rich Presence.

The Escapists (Xbox 360 Console port - 1 Month)

- Part of a 3 man team to port "The Escapists" to the Xbox 360 which we managed to do in a one month period.
- Responsible for the Achievements and Rich Presence.
- Involved in optimization of the game to run on older hardware.

The Escapists: The Walking Dead (C# Unity3D)

- Implementing gameplay features.
- Co responsible for implementation of Xbox One systems to get the game up to Certification standards.

Beyond Eyes (C# Unity3D) (Tiger&Squid collaboration)

- Responsible for investigation and research of useable techniques and systems to realize the game mechanics.
- Creating and prototyping different shaders and systems needed for the visual effects in the game, such as partial terrain reveal, object reveal and reveal based on sound, in collaboration with the lead artist and game concept creator.
- Implementing the major game mechanics for the terrain & object reveal, rain and interactive sound system.
- Co responsible for implementation of Xbox One systems to get the game up to Certification standards.

The Escapists (Console Ports) (C# Unity3D)

- Helping to port the game into Unity3D.
- Implementing gameplay features.
- Co responsible for implementation of Xbox One systems to get the game up to Certification standards.

Programmer, Intern **Larian Studios** **First half of 2014**

Divinity Original Sin (C++)

- Implementing gameplay features.
- Partially Integrating Steam features.
- Creating useable InGame debug and testing widgets.

Student Jobs

Programmer, Contract Job **Visual Dimension** **July - August 2014**

Keys2Rome (Interactive Exhibition displayed at Rome, Amsterdam, Alexandria and Sarajevo)

- Responsible for creating an application which receives live input from external hardware (gyroscope and buttons) and displaying a model in 3D space with the same orientation as the physical model that contains the gyroscope and buttons, and playing video when buttons are pressed.
- Responsible for designing electrical schematics and wiring diagrams.

Education

Digital Arts and Entertainment **Howest Kortrijk** **2010 - 2014**

- Professional Bachelor - Graduated with Distinction

Erasmus Exchange Student **Kajaani University of Applied Sciences (Finland)** **August - December 2013**

- Development of Mobile Games
- Engine Programming (Created a cross platform engine for Windows-Android in C++ using Android SDK, NDK and OpenGL ES 2.0)

Skills

Coding And Game Development Related Knowledge

Coding Languages	C# / C++
Software	Microsoft Visual Studio / MonoDevelop
Engines	Unity3D / XNA
Source Control	Perforce
Bug Tracking	Mantis
Project Builders	TeamCity

Basic Graphic Software Knowledge

2D Graphics	Adobe Photoshop
3D Graphics	3D Studio Max

Languages

Dutch	Native Language
English	Proficient
French	Basic

Hobbies and Interests

- Creating small demo games to research and explore certain mechanics and techniques. (Networking, Pathfinding, Shaders, etc.)
- Watching e-Sports, and occasionally live streaming while playing games.
- Custom PC building and the latest tech gadgets.
- Reading