





VAN DEN STEEN


ATHAN


Game Development student

 <https://athansteen.github.io/Portfolio>

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EDUCATION

Bachelor – Game Development
Howest – Digital Arts and Entertainment
2023–2026

Secondary Education
Atheneum Oudenaarde
2021–2023

WORK EXPERIENCE

Net IT NV
Student Internship
Mar 2023

- Developed PowerShell tools using .NET framework for management tasks
- Gained experience in professional development workflows

ABOUT ME

Game Development student with 5+ years of programming experience, starting in web and software development before transitioning into gameplay programming. Skilled in C++, C#, and modern engines like Unreal and Unity. Passionate about building interactive, player-focused experiences through clean, efficient code and collaborative development.

SKILLS

- Programming Languages
 - C++, C#, Python
 - HTML, CSS, JavaScript, PHP
 - SQL, MySQL, Microsoft Access
- Game Engines
 - Unreal Engine
 - Unity
- Version Control
 - Git, Perforce
- Software & Tools
 - Visual Studio, Visual Studio Code
 - Blender, DaVinci Resolve
- Languages
 - Dutch – Native
 - English – Professional

PROJECTS (SEE PORTFOLIO)

- PPGA Game
 - Plane Projective Geometric Algebra
 - Learning advanced math concepts
 - Integrating math in interactive mechanics
- BeachBlast
 - Collaborated with a 5-person team
 - Implemented gameplay systems