Bas Ruckebusch

GAME PROGRAMMER

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Summary

Highly adaptable and innovative multidisciplinary developer with a unique approach to problem-solving. Thrives under pressure, consistently delivering novel solutions.

Education

Howest University of Applied Sciences - Digital Arts and Entertainment
BACHELOR'S DEGREE, GAME DEVELOPMENT
2019 – PRESENT

Sint-Jozef Sint-Pieter Blankenberge
SECONDARY SCHOOL DIPLOMA, IT & NETWORKING
2013 - 2019

Skills

Programming Languages:

C++ C# - Java - Python - Swift - Lua

Web Design:

HTML - CSS - JavaScript - PHP - SQL - MySQL

Software and Engines:

Unity - Unreal Engine - Godot - Dream Maker

GitHub - Perforce - Visual Studio - VSCode - 3ds Max - Maya - Aseprite - CMake

Languages

Dutch — Native

English — Bilingual proficiency

French — Limited working proficiency

German — Elementary proficiency

Hobbies

Pixel art

WorldBuilding

Trumpet

TTRPGS

DnD, Pf2e, ML20, Fate, Lancer, GURPS