

# Bas Ruckebusch

## GAME PROGRAMMER

basruckebusch.github.io

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### Contact

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GitHub: <https://github.com/BasRuckebusch>

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### Summary

Hello, I am a game developer that is fascinated by storytelling and finding new ways for players to interact with games.

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### 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

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### Skills

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#### Programming Languages:

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

#### 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

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### Languages

Dutch - Native

English - Bilingual proficiency

French - Limited working proficiency

German - Elementary proficiency

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### Interests

Pixel art

Trumpet

WorldBuilding

TTRPGS - DnD, Pf2e, ML20, Fate, Lancer, GURPS