



BAS RUCKEBUSCH

PROGRAMMER

CONTACT

✉ bas.ruckebusch@gmail.com

in [Bas Ruckebusch](#)

🌐 <https://basruckebusch.github.io>

LANGUAGES

Dutch	Native
English	Bilingual proficiency
French	Limited working proficiency
German	Elementary proficiency

HOBBIES

Pixel Art
World Building
Trumpet
Tabletop Role-Playing Games



🌐 <https://basruckebusch.github.io>

WORK EXPERIENCE



Polygoat
Gamedev Internship

FEBRUARY 2024 – JUNE 2024

EDUCATION



Hogest University of Applied Sciences
Digital Arts and Entertainment
Bachelor's degree, game development

2019 – 2024



Sint-Jozef Sint-Pieter Blankenberge
Secondary school diploma, IT & Networking

2013 – 2019

HARD SKILLS

Programming Languages

C++ · C# · C · Java · Python · Swift · Lua

Game Engines

Unity · Unreal Engine · Godot · Dream Maker

Tools & Software

GitHub · Perforce

Visual Studio · VS Code · CMake

Office 365

3ds Max · Maya · Adobe CC · Aseprite

Web Design

HTML · CSS · JavaScript · PHP · SQL · MySQL

SOFT SKILLS

- Communication
- Creativity
- Responsibility
- Collaboration
- Flexible
- Studious