Jonas De Ridder

Gameplay and AI Programmer. Digital Arts and Entertainment student, Software and System Engineer. Passionate about coding and learning.

CONTACT

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GitHub: https://github.com/DeRidderJonas
Portfolio: https://deridderjonas.github.io/

EDUCATION

Bachelor Digital Arts and Entertainment (2019 – 2021)

Howest University of Applied Science, Kortrijk (Belgium)
Major: Game Development

Bachelor Applied Computer Science (2016 - 2019)

Howest University of Applied Science, Bruges (Belgium)
Major: Software and System Engineer

High School Degree (2016)

Berkenboom Humaniora, Sint-Niklaas (Belgium)
Math and Science

EXPERIENCE

Assistant / Teacher Intro courses Math and C++ (2020 & 2021)

Digital Arts and Entertainment, Kortrijk (Belgium)

Frontend Developer – Internship (February - June 2019)

Next Apps, Lokeren (Belgium)

Lifeguard - Student Job (2015 – Now)

Public pool Olympos, Dendermonde (Belgium)

KNOWLEDGE

- C++
- Unreal Engine 4
- Unity
- C#
- GitHub
- Perforce
- CMake
- 3Ds Max
- HTML/CSS/JS
- Vue.js
- MySQL
- Linux