Derek Baert

Game Designer & Programmer

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Links

GitHub

LinkedIn

Portfolio

Itch.io

About Me

I am a Game Development student at Red River College graduating April 2024 with experience in both Unreal Engine and Unity, and an understanding of object-oriented design and design patterns.

Technical Skills

- ❖ C++, C#, Python, Unreal Blueprints
- ❖ Strong understanding of Mechanic, Challenge and Level Design
- ❖ UML, Design Patterns
- ❖ System Documentation

Tools

- ❖ Unreal Engine, Unity, Godot
- ❖ Visual Studio, VS Code
- ❖ Git, Trello, Notion, Excel

Skills

- ❖ Problem Solving
- ❖ Communication
- ❖ Client communication
- ❖ Adaptability
- ❖ Time Management
- ❖ Critical Thinking

Education

Game Development (Programming)

Red River College Polytech   **September 2022 – April 2024**

- Developed games in the C++ programming language.
- Developed game projects in both Unreal and Unity engines, following best coding practices.
- Documented game systems for use by other designers and developers.
- Designed game mechanics for a variety of game projects.

Business Information Technology

Red River College Polytech   **September 2020 – April 2022**

- Developed Windows applications in the C# programming language.
- Developed Websites using HTML, CSS, PHP, JavaScript, and Ruby.

Featured Projects

Rift City Rebels (Unreal Engine)

- Designed a playable character for a multiplayer fighting game with a unique moveset and design.
- Designed, developed, and documented subsystems such as manager classes which implemented the Observer Design pattern, a dynamic camera system, and a defensive parry system.
- Communicated with a team of programmers and artists to ensure deadlines are met, and work is not blocked by my own tasks.
- Conducted playtesting sessions with a variety of testers, soliciting feedback and incorporating feedback into design decisions.

Virtual House Tour (Unreal Engine)

- Regularly met with client to determine their expectations for the project, and balance these with the time available.
- Developed software to highlight client's custom home building service, allowing the user to dynamically change elements of the house.
- Developed multiple navigation options to allow for ease-of-use accessibility.
- Worked with Unreal Engine's Pixel Streaming plugin to allow for cloud hosting.
- Communicated with teammates to ensure deadlines are met, and work is not blocked by my own tasks.
- Conducted playtesting sessions with a variety of testers, soliciting feedback and incorporating feedback into design decisions.

Spearguy (Unity)

- Designed a core mechanic, building on it with visual and sound effects.
- Designed challenges and a level to test the players mastery of the core mechanic.
- Programmed behaviour for the player character.
- Programmed logic and behaviour for enemy AI and interactions within the game world.

Work Experience

IT Analyst   **May 2022 – August 2022**

IT Student for CBSA   **May 2021 – December 2021**

Canada Revenue Agency   **Winnipeg, MB**

- Updated 100+ user's Windows profiles using Active Directory and Exchange Administrator to maintain accurate employee data.
- Troubleshot issues with client software both in person and over a remote connection to resolve issues impacting employee workflow.