Wouter De Moor
GAME DEVELOPER

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ABOUT ME

Game Development student looking for an end-of-study internship.

Primarily focused on action, combat and top-down games using Unity or Unreal Engine. Always open to broaden my knowledge in any game development area.

I love to spend my spare time working on some individual projects and diving into AI and machine learning.

EXPERIENCE

Personal Projects   2020 - Present

To this date, I sometimes create my own small projects from scratch. These include self-made art, experimenting with new engine features and implementing gameplay.

Game Jams   2020 - Present

Participated in over 10+ game jams, ranging from 48 hours to a week. Created some games with high download numbers and won a couple jams.

Intern IT – Skyline Communications (Izegem)   10/2016

Installing new hardware, software and general IT support/consultancy.

Shop Assistant – Essentiel Antwerp (Roeselare)   2014-2016

Helping manage stock.

EDUCATION

Bachelor Game Development – Howest Kortrijk (DAE)   2019 - Present

Since I started my study, I've become a C++/C# developer with an extensive knowledge on the current game technologies and popular engines (Unity & Unreal Engine).

Bachelor Web Design and Development – Howest Kortrijk   2017 –2019

Programming knowledge in HTML, CSS and JavaScript. Backend using React and REST API.

IT & Networking – Burgerschool Roeselare (diploma)   2015-2017

Learned basics of computer hardware, Windows Server and using MySQL databases.

SKILLS

Code Languages: C++, C#, HLSL, (My)SQL, HTML, CSS, JavaScript, React

Tools: Unreal Engine, Unity, DirectX, Blender, Adobe Photoshop & Illustrator

Workflow: Teamwork & Communication, Agile Dev, Source Control