Wouter De Moor
GAMEPLAY PROGRAMMER

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ABOUT ME

Game Developer 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. Currently learning more about rendering pipelines and 3D workflow.

EXPERIENCE

Junior Game Developer – Triangle Factory   02/2023 – 09/2023

Worked on various projects, implementing QoL changes and helping push updates to VR games such as Breachers and Hyper Dash.

Personal Projects   2020 - Present

I've always had a passion for indie development and spend some of my free time creating small projects from scratch. These include implementing gameplay, experimenting with new engine features, and creating 3D art.

Game Jams   2020 - 2022

Participated in 10+ game jams, ranging from 48 hours to a week. Created games in many different genres and learned to work in teams of up to 5 people.

Intern IT – Skyline Communications (Izegem)   10/2016

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

EDUCATION

Bachelor Game Graphics Production – Howest Kortrijk (DAE) 2023-Present

Learning preproduction, game asset pipeline & more.

Bachelor Game Development – Howest Kortrijk (DAE)   2019 - 2023

Graduated "Cum Laude", learned to 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.

SKILLS

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

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

Workflow: Teamwork & Communication, Agile Dev, Source Control