

# Wouter De Moor

## GAME DEVELOPER

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Roeselare, Belgium 

## ABOUT ME

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Game Development student fascinated by the design and engineering within the industry. I love to develop and play games, excited to broaden my knowledge within the craft and looking forward to new opportunities.

## SKILLS

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### Advanced

C++, C#, Unreal Engine, Unity

### Intermediate

Agile Dev, Leadership

### Basic

SQL, HTML, CSS

## EXPERIENCE

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### Intern IT – Skyline Communications (Izegem)

10/2016

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

### Shop Assistant – Essentiel Antwerp (Roeselare)

Multiple days throughout 2014-2016

Helping manage stock, sorting and folding clothing.

## EDUCATION

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### Bachelor Game Development – Howest Kortrijk (DAE)

09/2019 – Present

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

### Bachelor Web Design and Development – Howest Kortrijk

09/2017 – 06/2019

Programming knowledge in HTML, CSS and Javascript.

### IT & Networking – Burgerschool Roeselare

09/2015 – 06/2017 (High school diploma)

Learned basics of computer hardware, Windows Server and using MySQL databases to build an interactive web application.