Elise Briers

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SUMMARY

I'm a student at Howest, Digital Arts and Entertainment studying the Game Development trajectory. I like working with C++/Rust in a Linux environment and I'm looking for an internship to put these skills to use. I have a personal interest in low level software development and writing performant applications.

SKILLS

Technologies	Programming Languages	Communication & Interpersonal
Windows / Visual Studio Linux / GNU toolchain VSCode	C++, Rust, C#, Java, Lua	Able to work in team, communicate in both English and Dutch

EDUCATION

Howest University of Applied Sciences | Game Development   Kortrijk | 2018 - Present

- Create performant applications in C++
- Work in teams to develop games together

HASP-O | IT and Networks   Sint-Truiden | 2016 - 2018

- Create windows applications with C# and SQL
- Set up servers in a Linux environment

PROJECTS

C++ CPU Raytracer	C++ Game Engine	Trash Raccoons
A non hardware accelerated CPU based ray tracing rendering engine. Uses multithreading to achieve better performance	A component based Game Engine written in C++. Capable of making 2D games in a structured way.	Multiplayer Couch-coop game about raccoons racing to collect trash. This was a group project in which I played the role of programmer.

To learn more about these projects and my learning experience with them, check out my portfolio website at elisebriers.me.