ELISE BRIERS

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Student at Howest University of Applied Sciences. I followed the Game Development trajectory. I'm a hobbyist programmer looking to put my skills into more professional use.

EDUCATION

2018 - present GAME DEVELOPMENT, Howest University of

Applied Sciences

Hard Skills: C++, C#, Unreal Engine and Unity **Soft Skills:** Team communication and planning

2016 - 2018 IT and Networks, Hasp-O

Hard Skills: C#, SQL, Linux

SKILLS

• C++

• C#

Rust

Linux

Git

Command line tools

Languages

- **Dutch** (native)
- English (fluent, spoken on a daily basis)