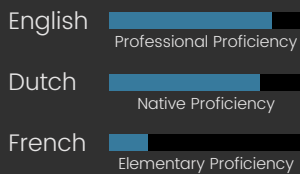


ELOY DE CORT

GAME DEVELOPER



LANGUAGES



CONTACT



ABOUT ME

I'm a very open person. Eager to learn new things and not shy to self-improvement.
I try to work on games that can motivate and bring forth emotions in others, but also pushes me to greater heights continuously.

EDUCATION

BACHELOR DEGREE IN GAME DEVELOPMENT

2018 - present | Digital Arts And Entertainment

HIGH SCHOOL DEGREE IN MULTIMEDIA

2014-2018 | Stedelijk Lyceum Cadix

3RD GRADE CERTIFICATE IN DRUMS, PERCUSSION & MUSIC THEORY

2007-2018 | Academy of Merksem

PROJECTS

2020 DEADBEAT - GROUP PROJECT GENERAL PROGRAMMER

- Usage of UE4 and C++.
- Character mechanics such as movement, abilities,...
- BPM-Synchronized movement of actors.
- Grid-Based spawning of actors.

EXPERIENCE

Looking for Internship.

SKILLS

