ELOY DE CORT

GAME DEVELOPER



LANGUAGES

English Professional Proficiency

Dutch Native Proficiency

French Elementary Proficiency

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

- 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.

CONTACT



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@EloyDeCort

SKILLS

Unreal Engine 4
Studio One
Unity
C#
3DSMax
Adobe Ps/Pr/Ae
HTML/CSS/JS

