

# Martijn Dhondt

## Producer/Developer

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### Skills

#### Programming:

C++

C#

DirectX11

Java

#### Software:

Unity

Unreal Engine 4/5

Visual Studio

Perforce

Github

Hacknplan

3DS Max

Adobe Photoshop

Substance Painter

Microsoft Office

### Education

#### Master in Game Technology

at Breda University of applied sciences:

2022 - 2023

#### Bachelor in Game Development

at Howest University of applied sciences:

2018 - 2022

#### High school degree in Informatics

at KA Redingenhof Leuven:

2016-2018

### Work history

#### Kattestroof Playground service:

2016 - 2023

Volunteer head playworker

Create and regulate interactive games with children

Manage and evaluate playworkers, alongside

the playground service itself