Finian Horrie Gameplay & UI Programmer

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Personalia

Name
Finian Horrie

Date of birth
20/04/2004

Gender
Man

Nationality
Belgian

Location
Roeselare, BE

Languages

Dutch	Native
English	Fluent
French	Basic

References

Reï Messely
Junior Developer @ TF

linkedin.com/in/rei-messely

Maxim Deprez
Senior Developer @ TF

linkedin.com/in/maxim-deprez-1b1aa412a/

Xavier De Coster
COO @ Triangle Factory

linkedin.com/in/xavier-de-coster

About me

Game development is always on my mind. I'm always occupied by how certain mechanics were implemented and how I would do it. To me, programming is pattern recognition and insight. Taking new problems and dividing them into smaller, recognizable parts. In turn, the solved problem becomes part of my problem solving arsenal.

I learn quick and work with strong motivation. Every task allows me to expand my problem-solving skills, and that is exactly what I want!

Professional Experience

Barco Industries
WeConnect

Triangle Factory
Hyper Dash, Breachers, Forefront

Projects

Otters and Wizard Hats (6 people)
Gameplay, System implementations, Solo polish

SlipFights (5 people)
Gameplay, UI, Game design

Degrees

Industrial Science
Vrij Technisch Instituut Roeselare

Digital Arts and Entertainment (Game Development)
Howest Kortrijk

Skills

- Programming
  - C++, C#, Unreal C++
  - Unreal Engine, Unity
  - HTML, CSS
- Other
  - Git, Perforce
  - Miro, Figma
  - Jira
  - SCRUM workflow