Glen De Cauwsemaecker | contact@glendc.com | +44 75 0629 0588

I'm a young programmer who loves challenges and am always willing to learn and improve. Learning to work with computer hardware/software and playing videogames from a very early age on, made me the person I am today. Open source, free education and a global world are what I stand for. Feel free to contact me for questions and proposals.

Industry Experience

July 2014 - Current Position

Junior Programmer at Exient, United Kingdom

Agile Game Development of high quality mobile F2P games in C++. Working in large teams using and developing in-house technology across several studios.

January 2014 - July 2014

Junior Programmer at Fishing Cactus, Belgium

Developing serious games for medical and educaional purposes. Several games were done in Unity and C#, others were crossfading with self-developed C++ libraries and another was done completly with the in-house engine of the Company.

January 2014 - July 2014

Software Developer at CodeCombat

Development of tools and web technology for a web game, that teaches people how to program, in several (computer) languages. It's one of the bigger open source project and a true YCombinator Success story.

Key Skills

Great C++ 98/11 Knowledge (STL, Coding Standards, Boost, …);
Understanding of PPVFX and Computer Graphics with DirectX/OpenGL;
Experience with a high variete of low and high level languages;
Good mathematical skills and basic Physics knowledge;
Ability to optimize own and others' code;
Collabrative, highly motivated and passionate;
Ability to take a leading role;
Experience in indie- and open source projects;
Love for low level and GameEngine code;

Software Experience

Windows, Linux (Arch/Ubuntu/Mint) and Macintosh;
MCVS '10-'13, XCode, MonoDevelop, Eclipse, Sublime and VIM;

UnrealEngine 3, CryEngine 3, Torque 3D, Unity and Flash;
3D Studio Max, Blender, Mudbox, Photoshop and Illustrator;
Developed for Android/iOS, Xbox360 (XNA) and Desktop Platforms;
Experience with Kinect 360/One and Oculus Rift;
Perforce, TortoiseSN, Git;

Game Jams and Hackatons

Art Game Weekend (Lille '12), Global Game Jam (Antwerp '13), Wooga Game Jam (Berlin '13), DAE Game Jam (Kortrijk '13), Hits PlayJam (Lille '13), IndieSpeedRun (Kajaani '13), GetOnline Game Jam (Kajaani '13), Gameboy Game jam (Kajaani '13), Global Game Jam (Antwerp '14), AngelHack (London '14), Hackiothon (Brussels '14), FC Game Jam (Mons '14), BBQ Game Jam (Lux. '14), DementiaHack (London '14)

Education

September 2011 - January 2014

Digital Arts and Entertainment: Major Game Development

Learning Mathematics and Physics for Game Developers. Development in C++, C# and Graphics Programming with DirectX10 and HLSL. Development of games, both solo and in team.

Summer internship at Fishing Cactus, Belgium.
Erasmus in the University of Applied Sciences in Kajaani, Finland.

September 2009 - June 2011

Communication, Web Technology and Game Development with flash