

# GLENN QUINTYN

## Student Game Developer

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<b>Birth Date</b>	6 January 2001	<b>E-Mail</b>	<a href="mailto:glenn.quintyn@gmail.com">glenn.quintyn@gmail.com</a>
<b>Nationality</b>	Belgian	<b>LinkedIn</b>	<a href="https://linkedin.com/in/glenn-quintyn-035147253/">linkedin.com/in/glenn-quintyn-035147253/</a>
<b>Address</b>	8792 Desselgem, Belgium	<b>Portfolio</b>	<a href="https://glennquintyn.github.io/GlennQuintynPortfolio">glennquintyn.github.io/GlennQuintynPortfolio</a>

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## Education

### Bachelor Game Development

*Howest University of Applied Sciences, Digital Arts and Entertainment*

2019 – Current

### Industrial Information and Communication Technology

*Vrij Technisch Instituut Waregem*

2017 – 2019

### Industrial Science

*Vrij Technisch Instituut Waregem*

2013 – 2017

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## Hard skills

<b>Languages</b>	c++, c#
<b>Engines</b>	Unreal, Unity
<b>General Software</b>	3Ds Max, Houdini, Photoshop, Reaper

## Soft skills

- Pro active
  - Problem solving
  - Great communication
  - Taking initiative
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## Experience

### Callens, Calculation tool Maintenance

I Revamped and maintained an inhouse energy calculation tool. This tool is used for calculating certain thermodynamic properties of water, steam and thermal oil. It can also visualize energy values of an industrial boiler room.

2019 – current

### Reference contact info

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### Languages

Dutch	<i>Fluent</i>
English	<i>Professional</i>
French	<i>Basics</i>