



PROFILE

As a developer I pride myself on versatility, I want to create tools and games that people will play. By doing so I want to leave a lasting footprint in the code I helped write and lay the foundations for other ideas to sprout.

As a graduate of Digital Arts and Entertainment, I have been taught the work ethic that is required to make a project succeed. And I am always looking for my next mission to make something amazing happen.

CONTACT

WEBSITE:

<https://torbenvanassche.github.io/Portfolio>

EMAIL:

torbenvanassche.dev@gmail.com

HOBBIES

Music
Anime
Games

TORBEN VAN ASSCHE

Developer

EDUCATION

Hogeschool West-Vlaanderen – Digital Arts & Entertainment

September 2014 – June 2019

Working on a wide range of projects, either in group or alone. Apart from programming I also learned about 3D-modelling, rigging, animation and working as part of a team. Programming mainly taught in C++, but Unity and UE4 were also used.

WORK EXPERIENCE

4DdZine – Intern (September 2018 – January 2019)

Contributing to OpenCV image processing, to automate the process of loading products into the database from a 3D scanned material.

Gent3D – Intern (January 2019 – June 2019)

Contributing to the city-game for promoting the city to tourism. Working in Unity with C# scripting and WebGL.

Renson – 3D developer (September 2019 – ...)

Creating and maintaining a web-based 3D framework that allows product configurations of a customizable product. This product configurator interacts with the back-end and can be used to drive production.

SKILLS

