



TORBEN VAN ASSCHE

Developer

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:

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HOBBIES

Music
Anime
Games

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 worked as part of teams. Programming mainly taught in C++, but also experienced with C# and Python.

WORK EXPERIENCE

4DdZine – Intern (September 2018 – January 2019)

Contributing to OpenCV image processing, to automate the process of loading data into a database based in Unity (Custom solution).

Gent3D – Intern (January 2019 – June 2019)

Contributing to the city-game for promoting the city to tourism. Optimizing and implementing VR/AR experiences in Unity for VR (both Oculus and VIVE as well as Vuforia).

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

A web 3D configurator for outdoor products built natively in the web using Angular and Three.js. Built from the ground up to stimulate sales and allow a visual configurator for the marketing of new and existing products.

SKILLS

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|----------------------|------|----------|---------|
| UNITY | C# | UE4 | C++ |
| Typescript (Angular) | HTML | (S)CSS | |
| 3DsMax | Maya | Inventor | Houdini |