# Stef Janssens – CV

Address: Rootstraat 43  
3270 Scherpenheuvel, Belgium Phone: +32 497 20 78 75

E-mail: [stef.janssens@hotmail.com](mailto:stef.janssens@hotmail.com) Portfolio: [invisible99.github.io](https://invisible99.github.io/)

Birthday: 9th of June 1995 Birthplace: Diest, Belgium

Nationality: Belgian

### Technical Skills

Programming languages:

|  |  |
| --- | --- |
| Strong knowledge: | Experience with: |
| * C++ | * Python |
| * C# | * HTML |
| * Java | * CSS |
|  | * PHP |
|  | * Javascript |
|  | * SQL |
|  | * Lua |
| Software experience: | Libraries: |
| * Visual studio | * DirectX |
| * Unity | * SDL |
| * Unreal | * Physx |
| * Photoshop | * FMOD |
| * Illustrator | * .NET |
| * 3DS Max |  |

### Language Skills

Mother tongue: Dutch

Fluent in English

Work Experience

02/2019 -06-2019 – Internship at Black Shamrock (Ireland)

I did QA and bug fixing for Paranoia: Happiness is mandatory for my first few weeks. Then I started working on an undisclosed AAA VR game in Unreal engine.

01/2016 – 06/2016 – Internship at Firewolf Studio (Belgium)

I worked on a few different games while working at [Firewolf Studio](http://www.firewolf-studios.be/) but my focus was on the EK 2016 Game.

### 2015 – 2016 – Volunteering at CoderDojo (Belgium)

CoderDojo organizes free coding workshops for kids aged 7 to 18 years.

## Education

2016 –2019 (expected graduation) – Digital Arts and Entertainment, Minor Game development, Kortrijk (Belgium)

09/2018 – 12/2018 – Erasmus study at Skövde University, Skövde (Sweden)

2013 –2016 – Bachelor`s degree in Application development, Hasselt (Belgium)

2011–2013 – Informatics, KTA2 Diest (Belgium)