# Stef Janssens – CV

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## Work Experience

### 02/2019 – 12/2019 – Gameplay programmer at Black Shamrock (Ireland)

Started with working on QA and bug fixing for Paranoia: Happiness Is Mandatory, credited as programmer. After which I worked on an undisclosed AAA VR game in UE4. I joined work on Star Wars Jedi: Fallen Order, game made in UE4, where I helped on updating the UI and helped on some features, credited as programmer. After that project I was put on an undisclosed AAA game as a data engineer. Afterwards I worked on a few game servers project for a bit. I then was put on Destroy all Humans, game made in UE4, where I worked on completing 3 bosses.

### 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 where I worked on the backend and front end of the store.

### 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)

### Technical Skills

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| Strong programming knowledge: | Experience with: |
| * C++ | * Python |
| * C# | * HTML |
| * Java | * CSS |
|  | * PHP |
|  | * Javascript |
|  | * SQL |
|  | * Lua |
| Software experience: | Libraries: |
| * Visual studio | * DirectX |
| * Unity | * SDL |
| * Unreal Engine 4 | * Physx |
| * Photoshop | * FMOD |
| * Illustrator | * .NET |
| * 3DS Max |  |

### Language Skills

Mother tongue: Dutch

Fluent in English