Jan Werbrouck | Graphics Programmer

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Summary

I grew up in Belgium and learned programming while pursuing a Professional Bachelor's in Game Development. I am a dynamic and results-oriented programmer with a strong focus on graphics programming and optimization using Unreal Engine and C++.

I have a lot of curiosity, creativity, and problem-solving skills, with the ability to pick up new technologies quickly. Experienced in profiling and optimising rendering and memory, as well as loading issues for AAA games: the PC port of the PS5 exclusive Returnal for Sony and optimising another one for Xbox at Climax Studios.

Relevant Skills

· **C++**
· **Unreal Engine** (C++ & Blueprints)
· Modern Graphics APIs: **DirectX 12** and **Vulkan**
· **Pix**, **NSight** and **RenderDoc**
· Shading languages: **HLSL**, **GLSL** and **UE4** materials.
· Console Experience: **Xbox One** and **Xbox Series**

Experience

Junior Programmer | September 2021 - current | Climax Studios
Worked as a part of the graphics team of the PC port of the PS5 exclusive Returnal for Sony in Unreal Engine. Fixing shader and material issues, profiling and optimising rendering and memory and loading issues.

Currently working on the optimisation team for another AAA Title for Microsoft, profiling and optimising the game for Xbox.

Internship | Februari 2021 - June 2021 | Climax Studios
Programming in Unreal Engine C++ and implementing multiplayer functionality for an early prototype in Unreal Engine. Joined the team working on the PC Port of the PS5 game Returnal at the start of the project..

Student job | I-Solv-It
(joris@isolvit.be | +32 484 95 86 46)
Working on Windows applications, using **SQL**, **C#** and **WPF**.

Education

Digital arts and entertainment | 2018 - 2021 | Howest - Kortrijk
· Professional Bachelor in Game Development

Languages

· **Dutch**   Native
· **English**   Fluent (C2)