

Jan Werbrouck

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Goal

Looking for a graphics programming internship at a reputable company to expand my knowledge and skills, while being of good value to the company. I have a lot of ambition and want to become an expert in graphics and C++ programming.

Education

HIGH SCHOOL | 2011 - 2018 | GULDENSPORENCOLLEGE - KORTRIJK

- Science and Mathematics

DIGITAL ARTS AND ENTERTAINMENT | 2018 - ... | HOWEST - KORTRIJK

- Game Development : Programming

Experience

STUDENT JOB | I-SOLV-IT

(joris@isolvit.be | +32 484 95 86 46)

Working on Windows applications, using **SQL**, **C#** and **XAML**. I worked here for a total of 6 weeks in 2020.

Languages

- **Dutch** Mother tongue
- **English** Fluent

Relevant Skills

C++

- The programming language I like the most and am most comfortable with. It is the language I started learning 2 years ago when I began Digital Arts and Entertainment. I think it is a very interesting and powerful language, and I am always looking for ways to learn more about it.

C#

- The language that is used in the Unity game engine. I have also used it during my student job.

UNITY

- Several of my projects were made in Unity. I have become quite familiar with the engine and am currently working on a VR Project in Unity.

UNREAL ENGINE 4

- I have used UE4 on several occasions at university, working with blueprints and materials.

DIRECTX 11 (DIRECT3D)

- The graphics API I have been working with last year. This means I also have experience with HLSL, which is used for the shaders. I am now looking to get started with **DirectX12** and **Vulkan**.

Varia

IEEEEXTREME 13.0

- 24 hour programming challenge in which I participated last year together with a friend. We ranked 411th of the 5015 registered teams.

VOLUNTEERING – FIRST AID CERTIFICATE

- I have been a volunteer at the Youth Red Cross for 2 years (2018-2020).

MUSICAL DIPLOMA

- I have played the guitar since I was 8 years old and still play on a daily basis.