




Jitse Verstraete

Game Programmer

I'm a motivated game development graduate with a passion for turning creative ideas into robust game mechanics. I am eager to contribute to interesting projects by using a mix of creativity, solid technical skills and a drive to learn.

Contact

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-  [LinkedIn](#)

Skills

Programming C++/C#	Problem solver
Unity	Fast learner
Unreal Engine	Flexible
Source control	Team player

Languages

Dutch	<div><div></div></div>
English	<div><div></div></div>
French	<div><div></div></div>
Attended primary education in French	
German	<div><div></div></div>

Experience

- Game developer intern at Rogueside**
Sep 2023 – Jan 2024
Polishing and fixing bugs in a 2D hidden object game in Unity. Porting the game to Android and making it compatible with controllers.
Researching a dialogue system tool for a new narrative-based project and prototyping various game mechanics.

Acquired skills: Unity, Teamwork, Communication, Planning
- Student job at BPost Leuven**
Nov 2018 – Feb 2019
Distributing post and packages by bike and van.

Acquired skills: Planning, punctuality

Extracurricular

- Programming tutor**
2023
Helping first-year DAE students understand and apply programming concepts
- Math course assistant at Howest**
Sep 2021
Assigning and explaining exercises during a summer math course

Education

- Bachelor of Digital Arts & Entertainment – Howest**
Sep 2019 – Jan 2024
Specialization: Game Development
Distinction: Cum laude
- Science-Languages Secondary Education – Sint-Janscollege Meldert**
2012 – 2018