

Jitse Verstraete

Gameplay Programmer

[Portfolio](#)
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Education

Game Development at Digital Arts & Entertainment – Howest

2019–2023 (ongoing)

In this bachelor program, most courses focused on programming in C++, and learning how to work with game engines like Unity (C#) and Unreal Engine (C++). I also learned the basics of AI programming, pathfinding, shaders (HLSL), graphics (DirectX)... I'm specifically interested in gameplay and AI programming.

Experience

Introductory Math Course assistant

2021

Helping new students who have limited experience in math with the basics they need to succeed in Digital Arts and Entertainment. A teachers assistant who was responsible for giving exercises to the students and explaining any questions they may have.

Bpost Leuven

2018 (2mo)

Responsible for organizing, sorting, and delivering mail by bike or van to addresses in Leuven.

Skills

C++	Creative
C#	Problem-solving
Unity	Communication
Unreal Engine	Team player
Perforce	Motivated
Github	Adaptability

Languages

Dutch	●●●●●
English	●●●●●
French	●●●○
German	●○○○

Achievements

Cloudy with a chance of cannonballs ([Link](#))

2022

This local multiplayer game, where you battle against your friends using your airship, is a project I worked on with 5 fellow students. We were invited to showcase our work at [FLEGA](#) Café, an event hosted by the Flemish Games Association. Our game was also voted 5th best out of the 28 games made that semester.

Project featured on College website

2022

I made a [remake of Crossy Road](#) in an engine in which I had to implement some graphics programming systems (text/sprite renderer, shadow maps, animations). This project was featured on the front page of [digitalartsandentertainment.be](#), where the best projects from every course are displayed.

Miscellaneous

- Driver's License: Type B
- Music Education (Drums, Guitar)