Jitse Verstraete

Gameplay Programmer

[Portfolio](#)
[LinkedIn](#)
[Github](#)
[Email](#)
+32471793624

Education

Game Development at Digital Arts & Entertainment — Howest
2019–2023

This bachelor program is preparing me for a career in the games industry. Most courses focused on programming in C++, and we learned 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)…

Experience

Introductory Math Course assistant
2021

I was tasked to help new students with limited experience in math the basics of what they would need to succeed in DAE. I was an assistant which means I was responsible for giving exercises to the students and explaining any questions they may have.

Bpost Leuven
2018 (2mo)

I was 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

Language	Level
Dutch	●●●●●
English	●●●●●
French	●●●○○
German	●○○○○

Miscellaneous

- Driver's License: Type B
- Elementary Music Education