

# Jitse Verstraete

## Gameplay Programmer

[Portfolio](#)  
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## Education

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### 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)...

### Sciences-Languages at Sint-Janscollege Meldert

2018

## Experience

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### 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

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

## Languages

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

## Miscellaneous

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