



# Jitse Verstraete

Game Programmer

## Contact



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[LinkedIn](#)

## Skills

### Programming

C++/C#

Unity

Unreal Engine

Source control

Problem solver

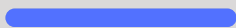
Fast learner

Flexible

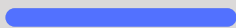
Team player

## Languages

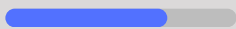
Dutch



English

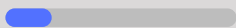


French



Attended primary education in French

German



## 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.

Researched a dialogue system tool for a new narrative-based project and prototyped 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 – Sint-Janscollege Meldert

2012 – 2018