

Jonas De Maeseneer

Game Programmer

Profile

I'm a programmer focused on Game Development. I live in Belgium and I look forward to opportunities abroad or locally. I'm down to learn new skills and software to become a productive workforce at a production company.
Date of birth: 12/03/1996

Skills

General:

Languages: English, Dutch and French.
Working in a team with both artists and developers.
Fast learner.

Professional:

Advanced mathematical, logical and problem solving skills.
Experienced in Engine-, Graphics-, Gameplay-Programming and Tool Development.
Moderate knowledge about physics and software design.

Software:

Mastered software: Visual Studio, git, and Unity 3D.
Experienced with: Autodesk Maya, 3DS Max, Adobe Photoshop and Microsoft Office.

Specific:

Advanced C++ and C# skills.
Experienced in Python, Assembly, HLSL (Shader Language), .NET Framework, Vulkan API and the DirectX11 API.

Work History

Tool Developer 2017

I was part of the [Cyborn](#) tool development team for 18 weeks during my internship. I coded in Python to extend Autodesk Maya, Nuke and Deadline so these software packages would fit seamlessly into the pipeline.

Education

Howest - Kortrijk 2014 - 2017

Digital arts and entertainment - Major Game Development

Sint-Aloysius College 2008 - 2014

Science and Math

Contact

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