

JONAS DE MAESENEER

SUMMARY

I'm a programmer focused on game development. I live in Ghent, Belgium and I look forward to opportunities abroad or locally.

My passion is programming. I have a broad range of interests, from creating performant Geometry Shaders to programming tools for artists. I'm motivated to do practically anything in the development of a game or film. Be it optimizing rendering pipeline, gameplay programming, scripting for 3D software etc.

PROGRAMMING SKILLS

Languages

- C++
- C#
- HLSL

Software

- Visual Studio 2013-2015
- Unity 5

API/ SDK/ Framework

- DirectX11
- NVidia PhysX
- .NET

General

- Game Prototyping - Gameplay Programming
- Graphics Programming
- Implementing Functionalities in a Game Engine
- Tool Development
- Source Control

OTHER SKILLS

Languages

- English, Dutch and French

Software

- Adobe Photoshop
- Microsoft Office (Word, PowerPoint, Excel)
- 3D Studio Max (low- and high-poly modeling, normal maps and mechanical rigging)

General

- Working together with artists and other programmers.
- Working under time pressure.

RECENT PROJECTS

- **Forgotten** - 2D Platformer made with Unity
My Main Contributions: Prototyping, Player and Camera Movement, Level Interaction, Level Creation and UI.
- Implementing features in a Framework; Models, Advanced Materials, Fur with cluttering, Text UI, Collisions with PhysX, Particles, Shadows, Animations and Post Processing.

EDUCATION

2008 - 2014 Science and Math, *Sint-Aloysius College (High school)*

2014 – (2017) Digital arts and entertainment- Major Game Development, *Howest – Kortrijk*