Jonas De Maeseneer

Game Programmer

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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.

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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