

Joren Dresselaers

Gameplay Programmer

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joren.dresselaers@telenet.be

SUMMARY

I am a versatile game developer with a passion for strategy and replayability.

LINKS

LinkedIn - <https://www.linkedin.com/in/joren-dresselaers-30727b123/>
Portfolio - <https://jorendresselaers.github.io/projects.html>

EXPERIENCE

PreviewLabs, Wetteren — *Game Prototyping Programmer*

FEBRUARY 2024 - JULY 2024

An end-of-studies internship where I worked on a variety of prototyping projects, mostly in Unity.

EDUCATION

Howest - Digital Arts & Entertainment, Kortrijk — *Bachelor of Game Development*

SEPTEMBER 2020 - JULY 2024

Howest - Digital Arts & Entertainment, Kortrijk — *Bachelor of Game Graphics Production*

SEPTEMBER 2019 - JULY 2020

Sint-Maarten Campus, Beveren — *High School Degree Humane Science*

SEPTEMBER 2012 - JULY 2019

PROJECTS

Crowned Control— *School Project*

A 4-player couch co-op game made for the course of Game Projects at Howest. It was voted best of the semester in its course, and was released on Steam. I was the main programmer and implemented everything aside from sounds.

SKILLS

C++
C#
Python
Processing

Unity
Unreal Engine

GitHub
Perforce
SVN

LANGUAGES

Dutch - Native
English - Excellent
French - Intermediate
German - Basic

PASSIONS

AI in games, machine learning and behaviour trees

Strategy games

Dungeons & Dragons