# **Judith Verdonck**

## Senior Student Game Development

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LinkedIn Portfolio Profile link
Website link



Creative game dev student with a knack for coming up with game mechanics and gameplay, and translating this into (c++) code. Experience with Unreal Engine 4 and Unity, but quick to adapt to in-house engines as well. Comfortable working alone or in team and capable of keeping track of the big picture in a project.

#### **Education**

Sept 2019 - Current

Bachelor: Game Development

Digital Arts and Entertainment, Howest

- Learned programming with c++ as main language.
- Worked on multiple game projects, both in group and alone.
- Worked in Unreal Engine 4 (both blueprints and c++) and in Unity.
- Has base knowledge of AI, graphics and 3D workflows.
- Can work both in team and alone, inside or outside working environment, and keep to deadlines.

#### **Skills**

• C++	• UE 4	
• C#	<ul><li>Unity</li></ul>	
• 3ds Max	<ul> <li>Photoshop</li> </ul>	
<ul> <li>Substance</li> </ul>	• Word,	
Painter	<ul><li>Word, Excel</li></ul>	
<ul> <li>Writing</li> </ul>		

- Both teamwork and individual
- Leadership
- Story telling/writing

- Creative
- Problem solving
- Curious, open to learn new things

### Languages

- Dutch (native language)
- English