

Judith Verdonck

Junior gameplay programmer and designer

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Creative gameplay programmer who excels at designing game mechanics and translating this into (C++) code. Experience with Unreal Engine 4 and Unity. Comfortable working alone or in team and capable of keeping track of the big picture in a project.

Education

Bachelor: Game Development (2019 – 2022)

Howest University of Applied Sciences, Digital Arts and Entertainment, Belgium

- Centered around C++ and game design.
- Covers basics of 3D workflows.
- Touches onto AI and graphics programming.

Graduated Magna Cum Laude in 2022.

High school education: Sciences and math (2011 – 2017)

Sint-Gertrudiscollege Wetteren, Belgium

Skills

Hard skills:

- Programming languages: C++, C#, CSS, HTML, XAML.
- Game engines: Unreal Engine 4, Unity.
- Art-related software: 3ds Max, Substance Painter, Photoshop, Blender.

Soft skills:

- Both teamwork and individual work.
- Leadership and planning.
- Has a drive to learn new things, curious.
- Creative, both for problem solving and brainstorming.
- Writing (stories), worldbuilding.

Languages

- Dutch (native language)
- English (very good)

Experience

- **2 Games a Month:** six sprints of 2 weeks; design, development, presentation.
- **Curse of the Pyramid:** first large project, UE4 C++; AI, animation, player and enemy.
- **A Piece of Planet:** Learned UE4 C++ on my own, took up role as project lead.