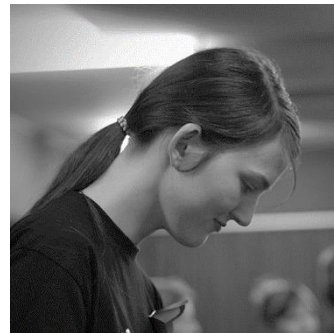


Judith Verdonck

Senior Student Game Development

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LinkedIn [Profile link](#)
Portfolio



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

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

- | | |
|--------------------------------|-------------------------------------|
| • Both teamwork and individual | • Creative |
| • Leadership | • Problem solving |
| • Story telling/writing | • Curious, open to learn new things |

Languages

- | | |
|---------------------------|------------------------|
| • Dutch (native language) | <div><div></div></div> |
| • English | <div><div></div></div> |