

Quinten Wuyts

Game Developer

Location: Izegem, Belgium

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Objective

I am an all-round game developer, mainly focused on programming. I flourish in a small to medium group of passionate developers, being as open-minded and helpful as I can. By diving deep into research and experimenting, I try to achieve the best possible result.

Education

Howest *2015 - Present*
Bachelors in Digital Arts and Entertainment
Major in Game Development

Prizma Campus College *2011- 2015*
Maths and Physics

Languages

Dutch	Native
English	Fluent

Skills

Programming C++ *STL, DirectX, Box2D*
C# *.NET*
Unity 3D *C#, UI, Particles*
Unreal 4 *Blueprints, Shaders, Particles*
HLSL *Shader model 4*

Art 3ds Max *High & low poly, Baking, Rigging*
Photoshop *Texturing, Image editing*
Substance Painter *Texturing*
Illustrator *UI design*