

# Quinten Wuyts

## Game Developer

Location: Izegem, Belgium

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### Objective

I am a versatile 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*  
Bachelor in Digital Arts and Entertainment  
Major in Game Development

**Prizma Campus College** *2011- 2015*  
Maths and Physics

### 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, UI*  
Substance Painter *Texturing*  
Illustrator *UI*

**Other** Source Control *GitHub, SourceTree*

### Languages

Dutch Native  
English Fluent

### Interests

Gaming Mainly shooter and racing genres