Mathias Radder

Game Developer

Education

Game Development Bachelor's degree – Digital Arts And Entertainment
Howest Kortrijk.
September 2019 – current

Multi-Color Printing – TSM Technical Schools Mechelen
High school degree in Multi-Color Printing
September 2016 – June 2019

Graphic Media – TSM Technical Schools Mechelen
September 2014 – June 2016

ASO - OLVI Boom
September 2012 - june 2014

Skills

Programming languages:
- C++ (Specialised)
- C#
- HLSL

Engines:
- Unreal Engine 4
- Unity

Version control systems:
- Perforce
- Github

Other software:
- Houdini
- Maya
- Photoshop
- Indesign

Internship Experience

Summary: These internships are about offset printing and finishing.

● Multi Packaging Solutions Bornem NV West Rock
October 2017 – June 2018

● Printing Company Print &bottle
October 2018 – December 2018

● Copycat
February 2019 – June 2019

Details

Mathias.radder@hotmail.com
Kruiskenslei 93, Boom 2850
+32 488 60 93 86
https://mathias-radder.itch.io/
https://mathiasradder.github.io/
https://www.linkedin.com/in/
mathias-radder-953841251/

Languages

Dutch   (Native speaker)
English (Proficient)