Mathias Radder

Software Developer

About me

I am able to work interdependently and in a structured way.
I am very eager to learn and I quickly get the hang of new things.
Teamwork and good communication are of great value to me.

Education

Game Development Bachelor's degree – Digital Arts And Entertainment
Howest Kortrijk.
September 2019 – 28 June 2023

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

Skills

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

Engines:
- Unreal Engine 4
- Unity

Platforms:
- Unity Gaming Services
  - Live Ops

Version control systems:
- Perforce
- Github
- Sourcetree

Other software:
- Houdini
- Maya
- Photoshop
- Indesign

Internship Experience

- Cybernetic Walrus
13 February 2023 – 9 June 2023
- Gameplay programmer
- Game designer
- Multiplayer and server programmer
- UI programmer

Details

Mathias.radder@hotmail.com
https://mathias-radder.itch.io/
https://github.com/KawaiiBone
https://mathiasradder.github.io/
https://www.linkedin.com/in/mathias-radder-953841251/

Languages

Dutch   (Native speaker)
English (Proficient)

Other 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