

# Mathias Radder

## Game Developer

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### 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

ASO - OLVI Boom

September 2012 - june 2014

### 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

### Details

Mathias.radder@hotmail.com

<https://mathias-radder.itch.io/>

<https://github.com/KawaiiBone>

<https://mathiasradder.github.io/>

[https://www.linkedin.com/in/](https://www.linkedin.com/in/mathias-radder-953841251/)

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### Languages

Dutch (Native speaker)

English (Proficient)

### Internship Experience

● Cybernetic Walrus

13 February 2023 – 9 June 2023

## **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