

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

Details

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

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

<https://www.linkedin.com/in/mathias-radder-953841251/>

Languages

Dutch (Native speaker)

English (Proficient)

Internship Experience

Summary: These internships are about offset printing and finishing.

• Multi Packaging Solutions Bornem NV West Rock (big company)
October 2017 – June 2018

• Printing Company Print &bottle (small company)
October 2018 – December 2018

• Copycat (small company)
February 2019 – June 2019