

Mathies Van den Bulcke

Game Developer

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📅 05/11/2005 🌐 Github 🌐 LinkedIn

👤 PROFILE

My name is Mathies Van den Bulcke, I love programming for games and seeing the results of my work in a game. This is why I specifically enjoy gameplay programming. However I also have some experience in engine programming and have various other computer related skills.

📁 PROJECTS

Spread 'Em 🔗

This Game was a game jam submission, which landed me and my 2 teammates second place.

Jointed 🔗

Game we created for our course "Game Projects". Which was made to simulate real world development of games.

DiNES 🔗

A game completely programmed in 6502 assembly for our elective course at DAE.

🧠 SKILLS

C++	● ● ● ● ● ● ● ●
C#	● ● ● ● ● ● ● ●
SQL	● ● ● ● ● ● ● ●
Lua	● ● ● ● ● ● ● ●
Python	● ● ● ● ● ● ● ●
6502 Assembly	● ● ● ● ● ● ● ●

🎓 EDUCATION

Game Development, Howest Kortrijk 🔗

2023 – present | Kortrijk, Belgium

My current education. Learning advanced C++, together with various other programming languages to prepare us to be the best programmers we can be.

IT and Networks,

Leiepoort Campus Sint-Vincentius 🔗

2021 – 2023 | Deinze, Belgium

Learning basics of C# and SQL together with the basics of computer hardware, cyber security, networks, ...

Received "Ambassadeur 2023 voor wetenschap en techniek 🔗 " by Rotary Club Deinze for my performance.

🏆 AWARDS

Ambassadeur 2023 voor wetenschap en techniek, Rotary Club Deinze 🔗

30/06/2023

🌐 LANGUAGES

Dutch	● ● ● ● ● ● ● ●
English	● ● ● ● ● ● ● ●
French	● ● ● ● ● ● ● ●
German	● ● ● ● ● ● ● ●