



MATTHIAS MAES

GAME PRODUCER & DEVELOPER

CONTACT

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- 🌐 mm-13.github.io

EDUCATION

- 2023 - 2026
DIGITAL ARTS & ENTERTAINMENT
 - University of Applied Sciences Howest
 - Independent Game Production
- 2016 - 2023
EMMAÛS INSTITUUT
 - High School
 - Science Modern Languages

KEY SKILLS

- Leadership
- Project Management
- Teamwork
- Solution Oriented Thinking
- Adaptable
- Unity
- C# / HTML5 & CSS3

LANGUAGES

- | | |
|-----------|--------|
| • Dutch | Native |
| • English | Fluent |
| • French | Basics |
| • German | Basics |

PROFILE

I'm a creative and solution-oriented developer, passionate about making logic and creativity come together. I'm adaptable and open-minded making me able to quickly adjust to situations and see things from multiple perspectives. I love leading teams to ensure smooth workflow whilst giving everyone the opportunity to be creative.

WORK EXPERIENCE

- **Agapanthus - Plant Nursery** 2024 - PRESENT
Student job
 - Working independently, both as efficient and fast as possible.
 - Leadership, teamwork and management.
- **Veilige Have - Retirement Home** 2022 - 2023
Student job
 - Offering guidance, providing assistance and explaining.
 - Structuring and working well structured.
- **Delhaize - Supermarket** 2020 - 2022
Student job
 - Working at a fast pace and working in teams.
 - Patience

HARD SKILLS

- Visual Studio (Code)
- Unity
- C# / Python / HTML5 & CSS3
- Blender & Maya
- Photoshop
- Substance Painter

SOFT SKILLS

- Leadership
- Teamwork
- Project & Time Management
- Adaptable
- Critical & Solution Oriented Thinking

REFERENCE

Tim Wyckstandt

Agapanthus

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