

# Bert Van Quaethem

GAMEPLAY PROGRAMMER



## TECHNICAL SKILLS

- = Proficient
- = Basic Experience

### Programming Languages

- C++
- C#
- Python
- HTML
- CSS
- JavaScript

### Game Engines

- Unreal Engine
- Unity

### Source Control

- GitHub
- Perforce

## SOFT SKILLS

Stress-resistant

Flexible

Decisive

On-time

## LANGUAGES

Dutch - Mother tongue

English – Professional Proficiency

French - Basic

## HOBBIES

Videogames

Boardgames

Movies

Basketball

Reading Books

## PROFILE

I am a Game Development graduate at Howest DAE, looking to start a career as gameplay programmer.

Over the course of my school career, I became more and more interested in gameplay programming. This was especially reinforced during my internship at IDLab-MEDIA. Gameplay is at the core of any videogame, and I want to be part of the process that makes the mechanics to craft fun and exciting experiences.

## EDUCATION

### Academic Bachelor: DAE – Game Development

Howest Kortrijk | 2022 – 2025

- Graphics Programming
- Gameplay Programming
- Engine Programming
- Tool Development

### Secondary Education: Economics – Modern Languages

Sint-Lievenscollege Gent | 2015 – 2021

## WORK EXPERIENCE

### [My Portfolio](#)

*A collection of projects made by me*

### Internship at [IDLab-MEDIA](#)

*I worked on a VR football recovery program with a fellow DAE student*

### [Rage in the Office](#) (group project)

*Game Projects, 2<sup>nd</sup> year Game Development | Spring 2024*

### [ShiftPlus](#)

*A shift planner for hospitals | Side project*