

EDUCATION

Game Development – Howest DAE

2016 – Current

3rd year:

- Graduation work
(Rendering techniques in Vulkan: Comparison study)
- Group projects
(Unreal Engine 4, Mobile Development, Working in a group)

2nd year:

- Game projects (Unity, Working in a group)
- Graphics Programming (C++, DirectX, HLSL, PhysX)
- Game Tech (Assembly, VR, Hololens,...)
- Programming 3 & 4 (Threading, Networking, C++,...)
- Level Editing (Blueprints, Materials)

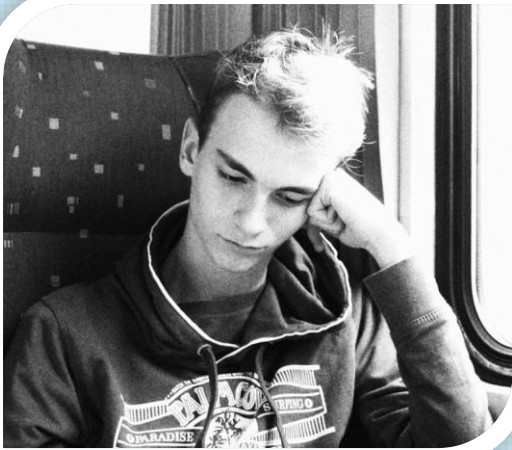
1st year:

- Algorithms
- Programming 1 & 2 (C++, Framework Programming, OpenGL)
- Game Tech 1 (Computer Architecture)

General Informatics – SMI Aalst

2014 - 2016

- C#, VB.NET, Computer Architecture



QUINTEN HENRY

Gameplay Programmer

Game Development Student at Howest DAE. I've been creating games from a very young age. I love creating experiences for users and learning new technologies.

CONTACT

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SKILLS

- **C++:** Gameplay, Threading, Graphics Programming
- **C#:** Gameplay, Networking, ASP.net
- **Unreal Engine:** C++ gameplay, Blueprint gameplay, Material – Editor, Networking, Mobile development
- **Unity:** Gameplay, Networking, SignalR integration, Mobile – development, Shaders
- **Graphics Programming:** OpenGL, DirectX, Vulkan, HLSL, GLSL, PBR rendering
- **Source control:** Github, Perforce
- **Visual studio:** Debugging, Programming
- **Javascript:** Website development, SignalR integration
- **HTML/CSS:** Website development
- **3DSMAX/BLENDER:** low/high poly modeling, texturing, rigging
- **Photoshop:** Photo Editing

WORK

Bics .NET intern, BE

04/2016 - 05/2016

Worked together with the .NET team on a new HR-Application in C#

Eandis Student Job, BE

08/2017 - 09/2017

Worked in the Switching-department of an electricity grid operator

Gameplay Programmer at Climax Studios, UK

02/2020 - 06/2020

Worked together on an upcoming VR title, prototyped new ideas with a team and worked on an upcoming AA title.