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| Afbeelding met persoon, binnen, venster, zitten  Automatisch gegenereerde beschrijving |  | 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  Game Programmer  Freelance Game Programmer and Game Development Graduate from Howest DAE. I’ve been creating games from a very young age. I love creating experiences for users and learning new technologies. CONTACT MOBILE:  +32 49 12 97 415  WEBSITE:  <http://www.quintenhenry.com/>  E-MAIL:  quintenhenry@hotmail.be |  | SkILLS |
|  | - **C++:** Gameplay, Threading, Graphics Programming  **- C#:** Gameplay, Networking, ASP.net  **- Unreal Engine:** C++ gameplay, Blueprint gameplay, Material –  Editor, Networking, Mobile development, VR development, UMG  **- Unity:** Gameplay, Networking, SignalR integration, Mobile –  development, Shaders  **- Graphics Programming:** OpenGL, DirectX, Vulkan, HLSL, GLSL,  PBR rendering  **- Source control:** Git, 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#  **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 Wasteland 3. |