

ROBBE VAN GASTEL



Game Programmer / Developer

DETAILS

EMAIL

vangastelrobbe@gmail.com

LOCATION

Antwerp, Belgium

DATE OF BIRTH

25th May 1999

NATIONALITY

Belgian

RELOCATION

Willing to

PROFILE

Solving complex problems is my passion. I solve them in a detail-oriented way. I use this skill to make quality products to enjoy and experience. Learning new things is what I enjoy. I like to be challenged. I adapt easily to many situations. Always a positive attitude is what I strive for.

Difficult roads often lead to beautiful destinations

LANGUAGES

DUTCH

Native

ENGLISH

Highly proficient

EDUCATION

↑ Present

● 2021 **Graduated Bachelor Game Development**
DAE, Howest, University of applied sciences

● 6th semester **Internship**
DAE Research - AI in production

● 5th semester **Erasmus, Finland**
KAMK, University of applied sciences

● 2018 **Start Bachelor Game Development**
DAE, Howest, University of applied sciences

● 2017 **Start Bachelor Computer Sciences**
University of Antwerp

SKILLS

EXPERIENCED WITH

- C++
- C#
- Unity
- Unreal Engine

ADEQUATE FOR

- 3D modelling
- Using photoshop

COMFORTABLE WITH

- Python
- HTML & CSS

WIZARD IN



- Using print statements
- Brewing coffee

INTERESTS

PROGRAMMING



GENERAL



NEURAL
NETWORKS



GAMEPLAY



ARTIFICIAL
INTELLIGENCE

OTHER



CHESS



EXPLORING



SOCIALIZING