

Rufus Steels

Curriculum Vitae

My name is Rufus, I was born in 1998. I have a broad interest in everything tech. If it is hardware, software, AI... I am interested. I like creating things from scratch but I don't mind fixing problems on older projects either.

Education:

Odisee: Graduated 2020

- Bachelor in Electronics and ICT

Digital Arts and Entertainment: Graduated 2023

- Bachelor in Independent Games Production

Working Experience:

&Steels Architects: 2015 - 2021

- Interior and Exterior designer as a working student

Internship Cartamundi Digital: 2023

- Unity developer in VR
- Roblox developer

NiniX-Technologies: 2023 – 202X

- Embedded Software Engineer
- Hardware Engineer



Skills:

Unity

HLSL/Shader Graph

C/C++/C#/Java/Python

Git

VR-Development

Roblox Studio

Blender

Autodesk Maya

Autodesk AutoCad

Photoshop

Office Suite

Languages:

Dutch – Fluent

English – Fluent

French – Decent

German – Basic

Other:

Driver's License