

# STIJN GETTEMAN

## ABOUT ME

I really got interested into programming during the 2nd year of my 1st Bachelor where we had to make a video game. Ever since I've always found it fascinating to bring objects to life through code.

When I'm not coding I enjoy playing video games where I often try to analyze the game mechanics and how they were made. I have a similar obsession with VFX, I've always liked to know how they were made.

## EDUCATION

### VDAB/Cevora

C# .NET Developer

MAY 2020 - JAN 2021

### Karel de Grote Hogeschool

Bachelor in multimedia communication technology  
2013 - 2018

### Lessius Mechelen

Bachelor in Computer Science & Multimedia Design  
2009 - 2012

### OLVI Boom

Secondary education:  
Accounting & Computer Science  
2003 - 2009

## CONTACT

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Belgium

**Portfolio:** sgstudios.github.io

## SKILLS



C#



Unity



HTML 5



CSS 3



Javascript



Bootstrap



Cinema4D



After Effects



Photoshop

## EXPERIENCE

### Internship

TheFridge, Unity Developer | FEB 2018 - MAY 2018

- I assisted in the finetuning of a Simon Says type of game.
- I was one of the main developers for a 3D game project that had to be made to promote an animation series.
- Created ingame cinematics with Timeline & Cinemachine.

VRT, Online Editor Staff | MAR 2012 - MAY 2012

- I was part of a group that developed a flash mini game for Sporza.be
- I made motion graphics for the Soccer World Cup 2012
- I made online banners for Sporza for advertisement
- I did graphic design on a twitter logo & banner for Sporza's cycling event

## LANGUAGES

- Dutch
- English

## PERSONAL INTERESTS

- Video Games
- Visual Effects
- Video Editing

## CHARACTERISTICS

- Calm
- Friendly
- Easygoing
- Open minded
- Independent
- Efficient
- Flexible
- Responsible
- Cooperative
- Determined