

Saartje Codde

Game(play) programmer
Technical artist



ID

Date of birth: 2 May 1991

Nationality: Belgian

Languages: Dutch (native), English (fluent)



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Contact

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Education

2011 - 2016: Digital Arts and Entertainment, Howest Kortrijk

2009 - 2011: Communication Sciences, Ghent University

2003 - 2009: Human Sciences, FreinetAtheneum De Wingerd, Ghent



Skills

Knowledge of C++ / C#

Knowledge of DirectX and PhysX

Knowledge of HLSL, able to create shaders and implement them

Basic knowledge of SQL

Familiar with Epic's Unreal Engine and Unity (level, asset and material creation, scripting)

Familiar with XNA / MonoGame

Knowledge of 3D high and low poly workflow (includes unwrapping, normal baking, texturing, ...)

Familiar with the use of version control systems (TortoiseHG, SourceTree)



Software

