

Sébastien Surmont (Ostende, Belgium)

Contact: +32 0499 84 35 79 || surmont.sebastien@gmail.com

Summary

Game designer with a passion for everything creative, with over 20 games developed ranging from PC games to Mobile & Controller. Additionally, a love for Astrophysics & making YouTube videos.

Skills & Abilities

- **Communicating** my thoughts and ideas with others
 - Working in a **collaborative** way with others to achieve a common goal
 - 4+ years of experience with **Unity & C#**
 - Basic **SQL** .net databases
 - Basic experience with front end **web development**
 - Very experienced with **Blender/Maya**
 - Native level in **Dutch & English**, B1 in **French** & elementary in **Spanish**
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Relevant Experience

Indie Game Developer (2020-present)

Developed games in free time, overseeing the entire process from prototyping to art creation and iteration. Extensive experience gained through consistent development of numerous games.

Youtuber (2020-present)

I like to make videos out of the games I create to showcase them to a larger audience. To not only share my passion, but also to entertain people in another way outside of games. The games I make for these videos are more superficial than my real games as the focus is more on presenting it in an entertaining way.

Studies

Howest - Digital Arts & Entertainment (Kortrijk, Belgium)

Bachelor Independent Game Production 2022-2025

Athena Secondary (Ostende, Belgium)

Science, Engineering & Maths 2016-2022