# Sébastien Surmont  (Ostende, Belgium)

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**Portfolio:** https://sebastiensurmont.github.io/

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## Summary

Technical Game designer with a passion for everything creative, with over 20 games developed ranging from PC games to Mobile & Controller, mainly using Unity & C#. Additionally, a love for Astrophysics, languages & making YouTube videos.

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## Skills & Abilities

- Working in a **collaborative** way with others to achieve a common goal
- **Unity & C#** & **OOP:** 4+ years of experience
- Basic **SQL** .net databases
- Basic experience with front end **web development**
- Very experienced with **Blender/Maya**
- **Multilingual:** Native level in **Dutch & English**, B1 in **French** & elementary in **Spanish**
- **Soft Skills:** Communicative, open to feedback, optimist

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## Relevant Experience

**Indie Game Developer (2020-present)**
Developing games in my free time, going through 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.

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## Studies

**Howest - Digital Arts & Entertainment (Kortrijk, Belgium)**
Bachelor Independent Game Production 2022-2025
**Athena Secondary (Ostende, Belgium)**
Science, Engineering & Maths 2016-2022