

SEDES DE COCK

SKILLS

Software Skills

- Photoshop
- Premier pro
- C#
- Unreal engine
- Unity
- Maya
- Substance painter
- Blender

Language Skills

- English
- Dutch

Other skills

- 3D printing

WORK EXPERIENCE

Student job | Warehouse maintenance | NV immo gebroeders De Cock

As a warehouse maintenance worker, I had a variety of tasks. These tasks ranged from simply mowing the grass to painting offices and replacing lights. Here I had to work in a team, which went very well. There were also moments where I had to work independently, and this turned out well. This showed that I can work well in a team and by myself.

EDUCATION

Techniek wetenschappen | Onze- Lieve Vrouw Presentatie Bornem

Graduated

Digital arts and entertainment | Howest

Major independent game production.

ABOUT ME

I am a game designer and artist with a great interest and passion for science, movies, TV shows, storytelling, and, of course, gaming.

It is my goal to create something that has a great positive impact on culture and can help people escape reality.



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Kortrijk, Belgium



Place of birth: Bornem, Belgium

Date of birth: 18/03/2003

CHARACTERISTICS

- Self-discipline
- Creative
- Eager to learn
- Openminded
- Versatile
- Independent