

# Cédric Van Huffelen

## Technical Artist

Video games have been my passions for many years now, which grew even larger when I learned how to program. I started with creating small games and ended up digging into large codebases to learn how certain systems worked. During my studies, I learned a bit more about the different sides of game development, from programming to 3d modeling to rigging and skinning. This makes me capable to form a bridge between artists and programmers.

## Personal info

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Nationality: Belgian

Date of Birth: 29 June 1997

[cedricvanhuffelen@gmail.com](mailto:cedricvanhuffelen@gmail.com)

[Portfolio](#)

[LinkedIn](#)

## Skills

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C#

ShaderLab - CG/HLSL

OpenGL - GLSL

C++

## Software

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Unity

Visual Studio

Jetbrains Rider

Plastic SCM

Github

Adobe Photoshop

Adobe Illustrator

Autodesk 3ds Max

## Experience

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02/2019 –  
11/2019

**Technical Artist / Gameplay Programmer** |  
Bazookas

- Maintaining the Bazookas framework
  - Keeping shaders up to date
  - Updating the UI framework
  - Moving the framework to Data oriented design (DOTS/ECS)
  - Research upcoming features or tech
- Creating game prototypes
- Deploying games to WebGL – Android and IOS devices

10/2017 –  
06/2018

**Internship Technical Artist** | Salty Lemon  
Entertainment

- Implementing a Fog of War / Line of sight system
- Reworked the Unity rendering pipeline
  - Rewrite deferred G-Buffer layout
  - Implement deferred subsurface scattering
  - Extended Unity's internal post processing
  - Custom post processing effects (SSAO, Object Outline)
- Asset Auditing
  - Writing Maya Lt scripts
  - Helping asset optimization
  - Maintaining documentation

## Education

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09/2015 –  
06/2018

**Bachelor Digital arts and entertainment** | Howest  
- major Independent game Production

09/2013 –  
06/2015

**Industrial ICT** | Stedelijk Lyceum Meir