Rity Kipula

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SUMMARY

I'm a multilingual game development student at Howest University of Applied Sciences (Digital Arts & Entertainment). I have strong skills in C++, C#, Lua/Luau, Unreal Engine, Unity scripting, and version control. With a background in Multimedia and Human Sciences and internship experience at ES-Computers, I'm passionate about coding, game design, and creative pursuits like sketching, chess, and music. I'm known for my teamwork, communication, and initiative.

SKILLS

C++ programming

Programming in Unreal Engine

C# programming

Scripting in Unity

Scripting in Lua and Luau

Version control systems

Game design

EXPERIENCE

Assistant
ES-Computers   **February 2023 – May 2023, Ninove**
· Assisted customers in a computer store, performing diagnostics and repairs on hardware and software issues while providing technical support and advice.

EDUCATION

Game Development
Howest University of Applied Sciences, Kortrijk · Kortrijk · 2025
· Developed strong proficiency in **C++** and **C#** programming
· Created gameplay features in **Unreal Engine** and scripted systems in **Unity**
· Wrote tools and gameplay scripts using **Lua** and **Luau**
· Used **version control systems** (e.g., Git) to manage collaborative projects
· Applied complete **game development workflows** from design to implementation

Multimedia
Richtpunt Ninove (PTI Ninove), Ninove · Ninove · 2023
· Built and styled simple websites using **HTML & CSS**
· Learned the **basics of SQL** for creating and managing databases
· Applied **graphic design principles** to create visually appealing layouts

ASO Human Sciences
Regina Caeli Lyceum, Dilbeek · Dilbeek · 2021