# **Joris Verhelst**

**Game Programmer** 

#### About me

I am a Belgian game programmer. I love the technical aspects of game development and developing new systems that provide a unique spin on a game or genre. Currently in my final year of BSc in Digital Arts and Entertainment majoring in Game Development. Looking for an end of studies internship in spring 2018.

### Experience

**The Textbook Robbery**: Co-op heist brawler set in 1920. Responsibilities included: Camera, UI, Sound, General programming. We had the pleasure to present this game to Cronos Group for potential future and feedback

### Education

2015 – 2018: **BSc Digital Arts & Entertainment** – Game Dev

## Free time

In my free time, I like playing games that offer the player a wide variety of approaches to a problem (such as Dishonored) and Dota 2. I also like reading fantasy and classic novels.

## **Programming Skills**

C++: std library, DirectX, Nvidia, PhysX, UE4

C#: Unity

Shaders: HLSL, UE4 materials

HTML/CSS

#### Software

Unity

**Visual Studio** 

**Unreal Engine 4** 

**Substance Painter** 

**Autodesk 3DS max** 

**Photoshop** 

Illustrator

Dreamweaver

**Nvidia FX Composer** 

**Source Control** 

#### **Art Skills**

Hard Surface modelling

Rigging

**Texture baking/creation** 

**GUI** Design

# Languages

**Dutch**: Native

English: Professional