

# Milan Vervaeke

Game designer

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📍 Kortrijk, Belgium

## About Me

I'm a game designer with a passion for art, AI, and other innovative technologies.

## Education

### Howest Digital Arts & Entertainment

Kortrijk, Belgium  
2022 – Present

### Howest Media & Creative Technologies

Kortrijk, Belgium  
2019 – 2022

### VTI Industriële ICT TSO

Waregem, Belgium  
2017 – 2019

## Skills & Expertise

- Z-Brush
- Substance Painter
- 3D Modeling (Blender, Maya)
- Photoshop
- Game Engines (Unity, Unreal, Monogame)
- Programming (C#, Python)
- Machine, Deep & Reinforcement Learning

## Languages

**Dutch:** Native

**English:** Professional working proficiency

## Work Experience

### Fluxlab Network VZW | Teacher

APR 2022 – Present

Entertaining children aged 6-16 and teaching them the basics of game and level design by means of Arduino and several game maker programs.

### Co-Libry | Data Scientist

FEB 2022 – JUN 2022

Worked with data to create useful AI applications.

## Volunteer Experience

### Game-Inn & Fluxlab Network VZW | Assistant

SEPT 2018 – OKT 2022

Assisted visitors during several gaming events like 1-Up, GameForce, Made In Asia, and Multiplay.

### Fluxlab Network VZW | Assistant Teacher

JUL 2019 – APR 2022

Assisted head teacher during workshops, solved technical difficulties, and worked on projects to enhance existing workshops or create new ones.

## Project Experience

### Bloomstone: Saviour of the Forest

SEPT 2024

The game uses a Leap Motion Controller to track hand movements and a prototype 3D autostereoscopic display, enabling 3D viewing without glasses. The project's goal is to design a game to aid rehabilitation by encouraging patients to improve their upper limb mobility.

### Gezapt: Piraten Onthuld

FEB 2024

Project for "IkHighFive" that teaches children about traffic rules in a playful manner.

### Cavescape

DEC 2022

Platforming game where you guide a lost ball on its way to escape a cave, while collecting items and dodging enemies.

### Reachy Card Dealer

JAN 2022

Application for a robot in order to distribute playing cards amongst the players that it sees.

### Swapp

MAY 2021

Smart Watch App with a website for measuring biometrics during rehabilitation exercises to follow a patient's progress.

### Angry Ducks

Jan 2021

Web-Exergame based on Angry Birds to teach children about their heart rate.