

VICTOR GHYS

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I'm a Gameplay programmer passionate about making fun games. Also interested in AI and multiplayer networking. Always eager to learn and try out new things.

EXPERIENCE

INTERNSHIP

I did a four month internship at Supercube (Sparklab), developing an multiplayer racing game for their go-karting platform.

GAME JAMS

I participated in some game jams including the GMTK 2022 and Brackeys 2021.2 game jams.

EDUCATION

2019-2022

DIGITAL ARTS AND ENTERTAINMENT, HOWEST UNIVERSITY OF APPLIED SCIENCES

Graduated Cum Laude in the major game development.

2018-2019

INFORMATICS, KU LEUVEN

I discontinued this study because of disinterest.

2012-2018

SCIENCE AND MATH, HEILIG HARTINSTITUUT HEVERLEE

SKILLS

- Unity
- Unreal Engine
- Game Development
- C++ (Specialised)
- C#
- Java, python and C (moderate knowledge)
- Git, Perforce
- 3Ds Max, Photoshop
- HTML/CSS/JS (website)
- DirectX11, OpenGL

ACTIVITIES

I'm a co-owner of a Team Fortress 2 server. For sports I like to go running with my dog. I also used to play soccer for a long time. Playing board games I find very fun, and I am an avid chess player. Of course, I play lots of video games also from a wide range of genres, my favourites are first person shooters and action-adventure games. And I like to participate in game jams from time to time.