

# VICTOR GHYS

Leuven, Belgium · +32494139620

[victor.ghys@gmail.com](mailto:victor.ghys@gmail.com) · [LinkedIn Profile](#) · [Portfolio](#)

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 Sparklab/Odyssey Entertainment, developing an augmented reality 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 with honours 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 (Specialised)
- Unreal Engine (Specialised)
- 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.