


Yannick Godeau

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Highly motivated game programmer with a Bachelor degree of Digital arts and entertainment Specialization: Game Development. Adept at programming in C++ and C# and working in Unity and Unreal engine, I am seeking new opportunities to leverage my expertise and drive success in the gaming industry. Passionate about combat systems and The 3Cs of Game Development, I am committed to delivering exceptional results and continuously expanding my knowledge and skills.

Skills

- C++ and C#
- Unity
- Unreal engine
- DirectX 11
- Visual studio
- Cuda

Education

2018 – 2023

Digital Arts and Entertainment: Game Development / Howest, Kortrijk

C++ and C# programming.

using Unity and Unreal Engine to make Games.

Graphics programming creating a software Raytracing renderer and a software/Hardware rasterizer with DirectX11.

Gameplay AI behavior systems and pathfinding.

13/02/2023 – 09/06/2023

End of Study Internship / Rogueside, Geel

End of study internship where I worked on Hidden Through Time 2 : Myths and magic in the Unity game engine.

working on the in game map editor , User Interface functionality , Bug fixing and QOL improvements.