



**YANN ANNAERT**

GAME DEVELOPER

**PORTFOLIO:**

<https://annaertyann.github.io/YannAnnaert/>

**PERSONAL**

**Date of birth:** 14/11/2000

**Nationality:** Belgian

**CONTACT**

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<https://www.linkedin.com/in/yann-annaert-3a8793215/>

**LANGUAGES**

Dutch(C2)

English(C1)

French(A2)

**EDUCATION**

**BACHELOR OF DIGITAL ARTS AND ENTERTAINMENT  
MAJOR GAME DEVELOPMENT**

Howest University of Applied Sciences // Kortrijk (Belgium)

2019-2022

**ECONOMICS-SCIENCES**

SmcLede // Lede(Belgium)

2012 – 2018

**EXPERIENCE**

**DAE STUDIOS**

2GamesAMonth program – Internship

Client requested game prototypes

**BNP PARIBAS FORTIS**

Summer vacation job

Handling of work accident insurances

**SKILLS & PROGRAMS**

C++, C#, HTML, Python

Github, Perforce

Visual Studio

Unity

Unreal Engine

Autodesk 3dsMax

Adobe Photoshop

**STRENGTHS**

Determined

Dedicated team member

Reliable

Structured

Self-reliant