

BART KELCHTERMANS

TECHNICAL GAME DESIGNER
GAMEPLAY & UI PROGRAMMER

- 📍 Sint-Truiden, Belgium
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EDUCATION

- Digital Arts & Entertainment
Howest, University College West Flanders
📅 2014 - 2018
- Animation film
Evening education, Academie Haspengouw
📅 2011 - 2013

SKILLS & KNOWLEDGE

- | | |
|-----------------|-------------|
| C++ | ● ● ● ● ● ● |
| C# | ● ● ● ● ● ● |
| Unity 5 | ● ● ● ● ● ● |
| Unreal Engine 4 | ● ● ● ● ● ● |
| 3D modeling | ● ● ● ● ● ● |
| 3D PBR | ● ● ● ● ● ● |
| HTML5 and CSS3 | ● ● ● ● ● ● |

ADDITIONAL SKILLS

DirectX 11, Visual basic, ASP.NET,
PHP, SQL, JavaScript, HLSL, Lua,
Adobe Photoshop, Adobe Illustrator,
Autodesk 3ds Max

LANGUAGES

- | | |
|---------|-------------|
| Dutch | ● ● ● ● ● ● |
| English | ● ● ● ● ● ● |
| French | ● ● ● ● ● ● |

CERTIFICATES

- Business management
📅 2014
- EU driving license B
📅 2013

EXPERIENCE

- Laptop helpdesk
2 week internship
PXL University College
📅 2014

INTERESTS

Video games, coding
cinematography, sports,
learning new things