

# BART KELCHTERMANS

TECHNICAL GAME DESIGNER  
GAMEPLAY & UI PROGRAMMER

- 📍 Sint-Truiden, Belgium
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## EDUCATION

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

## SKILLS & KNOWLEDGE

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

## ADDITIONAL SKILLS

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

## LANGUAGES

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Dutch	● ● ● ● ●
English	● ● ● ● ● ●
French	● ● ● ● ● ●

## CERTIFICATES

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

## EXPERIENCE

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- Laptop helpdesk  
**2 week internship**  
**PXL University College**  
📅 2014

## INTERESTS

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Video games, coding  
cinematography, sports,  
learning new things