

PERSONALIA

Ben Gladiné

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Date of birth

15/11/1995

Nationality

Belgian

Drivers' liscence

Yes

Program Languages

C++



C#



HTML/CSS/JSS



Languages

Dutch



English



French



HOBBIES

Drums, guitar
reading Social-Economic books,
hiking

Profile

As a game developer with a background in secondary school teaching for maths and physics, I am an enthusiastic and critical individual, constantly seeking improvement through active participation, questioning and a strong eagerness to learn and innovate.

Work experience

- Game Developer @ Fabrique Fantastique, Lier (half time)
July 2023 - ...
Animation series game developer: Designed, prototyped and built games from scratch.
- VR Developer @ TransfrVR Inc. (half time)
January 2022 - May 2023
VR Simulation Developer: Created courses, enhanced framework, fixed bugs, active collaboration.
- Game Developer @ Triangle Factory, Ghent
Octobre 2020 - December 2021
VR educative simulation developer with framework enhancements
- Teacher Math @ Busleyden Atheneum Pitzemburg, Mechelen
January 2017 - June 2017
Teacher Math for first and second year Secondary School (Belgium)

Education

- Bachelor Digital Arts and Entertainment, Game Development, Howest, Kortrijk
September 2017 – June 2020
- Bachelor Secondary Education, Physics-Math, Thomas More, Mechelen
September 2013 – January 2017

Competences

- Flexible
- Social
- Eager to learn
- Enthusiastic
- Adaptive

Foreign experiences

- Study Game Design, Scotland, Dundee
September 2019 – December 2019
- Teacher internship, Sweden, Skötskar
September 2016 – December 2016