


Bram Verschaeve

3D Generalist - Game Animator
- Game Designer

Contact

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Technical skills

Software

- Unity
- Unreal Engine
- Godot
- Blender
- Autodesk Maya
- Substance Painter
- Photoshop
- Inventor

Programming

- C#
- SQL
- Blueprinting
- Shadergraph

Version control

- Github
- Perforce

Project management

- HacknPlan
- Miro
- Huly
- Figma
- Clockify

Soft skills

- Teamwork
- Flexible
- Time Management
- Social
- Communicative
- motivated
- Problem solving
- Receiving, applying and giving feedback

Languages

- Dutch - Native
- English - Fluent
- French - basics

PROFILE

Game developer and **digital artist** with 3+ years of experience in making games. I love bringing my sketches and ideas to life and want to share this with others. I am currently pursuing a career as **digital artist** and want to broaden my horizons as much as possible. My diverse experiences in studies allowed me to have a realistic view and sharpen my communication and time management skills. I am very passionate and try to aim for the best of my capabilities.

EDUCATION

Bachelor of Applied Science - Independent Game Production

Howest - Digital Arts & Entertainment, Kortrijk

2022 - 2025

- Game Design
- Stylized and Hard surface 3D modeling and Texturing
- 2D Drawing and designing
- C# Object Oriented Programming
- Working for clients

Mechanical shaping technologies

Vrij Technisch Instituut - Mechanics, Ieper

2016 - 2022

- Mechanical engineering
- CNC programming and machining
- Technical drawing
- Machine designing and creation

EXPERIENCE

Game Jams

I have worked on several game jams projects. Game jams that span from **2 days to a week** long. During these game jams I learned a lot about the importance of **communication, Time management and efficiency**. During these game jams I have done multiple jobs as **programmer, artist and co-game designer**.

Internship and Job as 3D Generalist at SkyHaven Studios

10 February - 31 September

I have worked as the **main animator** and have mainly worked on animations for the **main character** in their upcoming game **Cosmos**. I have also worked on **3D models, Tech art, files, textures** and more within the company.

Student Jobs

- CNC machinist - Ropa NV
- Farmer - Home Job

INTERESTS

In my free time I work on our farm and am always busy. I love animals and have great interests in nature. I also have a great passion for animation and am currently delving more and more into that.

My main hobby is bouldering which helps me to stay in shape and healthy after working and sitting down behind my laptop all day.