



BRUTIN BJORN

PROGRAMMER

GAME-DEV

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[My Portfolio: brutinbjorn.github.io](https://brutinbjorn.github.io) 

<https://bjornbrutin.itch.io> 

<https://github.com/brutinbjorn> 



OBJECTIVE

Graduate software Engineer Seeking full time position as a developer, Driven to work on amazing games and flexible software. My biggest interest are **AI/Gameplay programming, Back-End optimization or general prototyping**. I want to expand my skills and experience working in a team and finding my specialization.



EDUCATION

Bachelors: Digital Arts & Entertainment - Game Development | Howest.

09/2019 – 01/2024

- Learned the in's and outs of everything about development of games.
Created 3 games during the course.
- University Collage Howest of Applied Sciences in Kortrijk.

Graduate: informatics Option Programming | Vives.

09/2017 – 06/2019

- Learned front end development, website design, IT & informatics.
- University Collage Vives of Applied Sciences in Kortrijk



EXPERIENCE

Programmer / Game Dev | THE PACK Brussels

09/2023 – 06/2024

- Worked on Replaceable.
- Worked on the SYNK Toolbelt. Implemented and updated the VPET tool.

Internship Junior Programmer | TMS SOFTWARE

01/2019 – 05/2019

- Helped with Research and development of the TMS FNS Cloud Pack.
- Created test application for different REST API's in combination with TMS Software



SKILLS

TECHNICAL SKILLS

- **Coding Languages:** C#.C++. Python, Lua, Java, Object pascal, DirectX11, MySQL, HTML/CSS/JavaScript. Etc.
- **Game Engines:** Unity, UE4, UE5.
- **Source Control:** .Git, GitHub, Perforce.
- **Gameplay:** FSM,BT's,(Steering) AI, GOAP.
- **3D & 2D** Photoshop, 3DS Max, Substance painter
- **Other:** VS Profiler, VS Graphics Debugger.

SOFT SKILLS

- Group Oriented Worker
- Empathic Skills
- Questioning.
- Creative.

LANGUAGES

- Dutch (native)
- English (fluent)