



Blaise Van Dyck

Gameplay Programmer Intern

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Education

- Nov 2015 - **Computer Programming**, 42, Paris.
2020 During my course at 42, I have been prepared for professional work with the help of a project-oriented pedagogy favoring my autonomy, my rigor and my ability to work in a team.
2015 **Civil Engineering**, *Université Libre de Bruxelles (ULB)*, Bruxelles.
During my time as a Civil Engineering student I built the mathematical skills that I'm using in my day to day work as a game programmer.

Experience

- Janv 2019 - **Software Architect (Internship)**, *Thales AVS*, Paris.
Juill 2019 I participated in the conception and development of a Tactical Simulation Software destined to a pedagogic and militaristic context. I set up a strict and modular architecture to ensure the continuity of the project.

Projets

Raytracer, (C, SDL/OPENGL).

I developed a complex raytracer with multiple effects and features including reflection, refraction, perlin noise procedural textures and much more.

Pyramideka - 2D Gamekit, (C#, UNITY).

I built my own environment of tools and resources to speed up the development of game prototypes during the various game jams I participated in.

Skills

- Languages C, C++, C#, JavaScript/Typescript
Tools Unity, Unreal Engine, OpenGL, Angular 7, Jenkins, Git

Interests

- Languages French (Native), Japanese and Italian (B1)
Game Design Creator of the 42Jams. Participation in Game Jams as an artist, game designer and programmer.
Freelance Freelance redactor as a video game guide writer for *dotesports*, 2014-15
Chess Competitive Chess Player, ranked at Belgian chess championships
Drawing Online courses (6 years), Morphology course at Beaux-Arts Paris 2018-19