



# Blaise Van Dyck

*Game Programmer Intern*

53 rue de Tocqueville  
Paris, France 75017  
☎ +33 (0) 767 05 79 72  
✉ [blaise.vandyck@gmail.com](mailto:blaise.vandyck@gmail.com)  
📄 [github.com/bvan-dyc](https://github.com/bvan-dyc)

## Education

- Nov 2015 - **Game Development and Graphics**, 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.

## Compétences Informatiques

- 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