Blaise Van Dyck

Game Programmer Intern

53 rue de Tocqueville
Paris, France 75017
✆ *+33 (0) 767 05 79 72*
✉ *blaise.vandyck@gmail.com*
⌕ *github.com/bvan-dyc*

Education

Nov 2015 - 2020
Game Development and Graphics, *42*, Paris.
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 - Juill 2019
Software Architect (Internship), *Thales AVS*, Paris.
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).
Developed a complex raytracer with multiple effects and features including reflection, refraction, perlin noise procedural textures and much more.

Pyramideka - 2D Gamekit, (C#, Unity).
J'ai construit mon propre environment d'outils et de resources pour faciliter le développement de prototypes lors de ma participation aux différentes game jams.

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