Indy Pottie

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📅 17/05/2003   in LinkedIn   ○ GitHub

🎓 Education

Bachelor of Digital Arts and Entertainment - Game Development, 2023 – 2026
DAE Howest ↗   Kortrijk, Belgium

Game development student at DAE Howest with a background in informatics and a strong focus on C++. Experienced in developing custom game engines, gameplay systems, and AI behaviors using Unreal Engine and modern C++ practices. Skilled in multithreaded programming, pathfinding, and performance optimization. Passionate about real-time systems, engine architecture, and always eager to learn and grow as a developer.

📂 Projects

Cast No Shadow ↗
A game made for the course Game Projects.

Spread 'Em ↗
Game made for the 2025 Unwrap game Jam.

🧠 Skills

Programming Languages
- C++ (Advanced)
- C# (Intermediate)
- Python (Basic)
- JavaScript, PHP, HTML/CSS (Web Dev Knowledge)

Game Development
- Unreal Engine
- Unity
- Custom Game Engine Architecture
- AI Systems: GOAP, FSM, Behavior Trees
- Gameplay programming

System & Performance
- Multithreaded Programming
- Service Locator Pattern
- Pimpl Idiom
- Dirty Flag Optimization
- Performance Profiling & Debugging

Soft Skills
- Strong problem-solving mindset
- Eager to learn and adapt quickly
- Collaborative and proactive team player

🌐 Languages

English   ● ● ● ● ●   Dutch   ● ● ● ● ●