

SYBRAN AERTS

GAME PROGRAMMER

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SUMMARY

Game Development graduate with a love for programming, technology, and design. Pursuing a career in the games industry.



EDUCATION



Howest University of Applied Sciences - Digital Arts and Entertainment

BACHELOR'S DEGREE, GAME DEVELOPMENT

2019 – 2023

Strong C++ skills, Engine development, Gameplay programming, Graphics programming, Game design, 3D modelling



Campus Hast

HIGH SCHOOL DIPLOMA, INDUSTRIAL SCIENCES

2015 – 2019

8h of math, 2h of physics, 2h of electronics, 2h electricity, 2h mechanics per week



EXPERIENCE



HandyGames Internship

March 2022 – August 2022

I worked on porting Endling to mobile, having worked on performance, optimization, UI and debugging in Unreal Engine 4.



ClearChannel: 3D Journey Project

September 2021 – December 2021

A tool for ClearChannel to show digital previews to the client of what their advertisements would look like on the adboards in Antwerp Central Station.



SKILLS

Coding and APIs

- C++
- C#

Software and Engines

- Unity
- Unreal Engine
- Unreal Insights
- Perforce
- Autodesk 3ds Max



LANGUAGES

- Dutch – Native
- English – Bilingual Proficiency
- French – Elementary Proficiency
- German – Elementary Proficiency



INTERESTS

- My interests lie in gaming and making games. Since the start of CoderDojo Genk I've been going there and became a coach later as well. I've participated in and won a couple of game jams. I have been part of the Academy for Animation at KASK Hasselt for 10 years every Saturday until 2019. Besides video games I love to play Dungeons and Dragons with friends as both a player and Dungeon Master.