

SYBRAN AERTS

GAME DEVELOPER

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SUMMARY

Game Developer and Animation Programmer with a love for games and code and a never-ending curiosity for how things work.



EXPERIENCE



Frontier Developments: Full Animation Programmer

October 2023 – Present

Contributed to Planet Coaster 2 Supporting animators and gameplay getting animations implemented in game and setting up procedural animation systems.



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.



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



SKILLS

Coding and APIs

- C++
- C#
- Python

Software and Engines

- Unity
- Unreal Engine
- Custom Engines (Cobra)
- Performance Profilers (Unreal Insights, Tracy)
- Perforce
- Autodesk 3ds Max



LANGUAGES

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



INTERESTS

Obviously, I love games. I've been part of CoderDojo Genk as a kid since its inception and later on became a coach there. I've participated in and won a couple of game jams (Junior Game Academy). 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 TTRPGs and other tabletop games with friends.