Noach Vandekeckhove

DATE OF BIRTH:
09/05/2000

CONTACT

Nationality: Belgian

Gender: Male

Arthur Coussensstraat 138, 8480 Ichtegem, Belgium

noachvdk@hotmail.com

https://noachvdk.github.io/

LinkedIn: https://www.linkedin.com/in/noach-vandekerckhove-0284bb222/

ABOUT ME

Welcome, I am an aspiring Game Developer who is currently a 3rd year student at Howest University, Belgium, graduating in Digital Arts and Entertainment with a major in Game Development. There I've learned how to program primarily in c++ but I also have experience in c#. I also have experience working in existing engines such as Unity or UE4 but also made an engine capable of recreating qbert. For more of my projects please feel free to take a look at my portfolio website which is linked under contact info. My main interest are in Gameplay programming and AI but I am more than willing to explore different branches within my field.

EDUCATION AND TRAINING

01/08/2018 – CURRENT – Botenkopersstraat 2, Kortrijk, Belgium

Bacherlor Digital Arts and Entertainment with a Major in Game Development

Howest

During my time at DAE I have realized that both my interest and talents go out into the Gameplay/AI programming fields within the larger Game Developer industry. Om my portfolio which has been linked (https://noachvdk.github.io/) you can find several projects of mine that showcase some of these skills.

The first 2 projects on the page are showcases of gameplay programming. They are 2 games both in different genres that I created in the Unity and in the Unreal Engine respectively. The next 2 projects on the portfolio then showcase some AI programming skills such as an AI a with Finite State Machine, Blended steering behaviours and several other interesting AI algorithms and logic.

Field(s) of study
- Game Development

https://www.digitalartsandentertainment.be/

09/2016 – 06/2018 – Bruggestraat 23, Torhout, Belgium

Graduated Highschool with a diploma of Accountancy and IT

Sint-Jozefsinstituut-college

https://www.sintjozefscollegetorhout.be/

DIGITAL SKILLS

Programming
C++ / C# / Visual Studio
Engines
Experience in Unreal Engine / Familiar with Unity Engine / Custom Engine
Source control
Github / Perforce / Github Pages
Other
3Ds Max basic modeling knowledge / SideFX Houdini / Basic Knowledge / Adobe Substance Painter / basic html / Microsoft Office

LANGUAGE SKILLS

MOTHER TONGUE(S): Dutch

OTHER LANGUAGE(S):

English

Listening	Reading	Spoken production	Spoken interaction	Writing
C2	C2	C1	C1	C1