# Noach Vandekeckhove

Date of birth: 09/05/2000 | **Nationality:** Belgian | **Gender:** Male |

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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.

## WORK EXPERIENCE

14/02/2022 – 10/06/2022
**INTERN GAMEPLAY PROGRAMMER –** TALEWORLDS ENTERTAINMENT

I worked on the game Mount & Blade 2 : Bannerlord. My main responsibilities were the creation of several new features and quests. I also attended daily meetings and worked together with other members of the campaign team and members from other teams such as the design team.

## 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. The other project in turn showcases an implementation I made of the A* algorithm an how that worked in a Nav Mesh.
**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

During my time here I has my first encounter with real programming. I learned the fundamentals of C# and saw some HTML and CSS. I also learned a lot about Excel and SQL and by extension some basic data management.

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 | Plastic SCM | SourceTree

**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):

| | UNDERSTANDING | | SPEAKING | | WRITING |
|---|---|---|---|---|---|
| | Listening | Reading | Spoken production | Spoken interaction | |
| **ENGLISH** | C2 | C2 | C1 | C1 | C1 |
| **FRENCH** | B2 | B2 | B1 | B1 | B1 |

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*