


Noach Vandekeckhove

DATE OF BIRTH:
09/05/2000

CONTACT

Nationality: Belgian

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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.

EDUCATION AND TRAINING

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

Bachelor Digital Arts and Entertainment with a Major in Game Development

Howest

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.sintjozefscolleetorhout.be/>

LANGUAGE SKILLS

MOTHER TONGUE(S): Dutch

OTHER LANGUAGE(S):

English

Listening
C2

Reading
C2

Spoken
production
C1

Spoken
interaction
C1

Writing
C1

French

Listening
B2

Reading
B2

Spoken
production
B1

Spoken
interaction
B1

Writing
B1

DIGITAL SKILLS

Programming

C++ / C# / Visual Studio

Engines

Experience in Unreal Engine / Familiar with Unity Engine / Custom Engine

Source control

Git / Perforce / Github Pages

Other

3Ds Max basic modeling knowledge / SideFX Houdini / Basic Knowledge / Adobe Substance Painter / basic html / Microsoft Office