Luca Vanesche

Independant Game Developer

CONTACT INFO

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EDUCATION

Howest University of Applied Sciences
Independant Game Production
2019 - 2022
Kortrijk BE

COMPUTER SKILLS

- C#
  - Unity
  - Entity Framework
  - ASP.NET Core
- C
  - Arduino
- Javascript / Typescript
  - Next js
  - Node js
  - Electron js

- Photoshop
- Blender
- Git
- Docker

PROFILE

I'm an independent Game Production developer with a preference for programming. I'm highly interested in managing whole projects from A to Z. I'm hard working and dedicated to the things I do. I'm a problem solver who likes to take on interesting challenges. Helping my colleagues find solutions makes me happy and gives an extra dimension to my job.

EXPERIENCES AND PROJECTS

Internship VR Base - 2022
Designing and developing a truck simulator in VR with a mobile headset and a real golf cart. The goal of the project was to make a virtual environment where the user could drive with an actual vechicle inside VR.

Group Project - 2021
Designing and developing a virtual reality sniper training game. With the purpose of training military personnel or civilians. My role and strength was managing the project and programming.

INTERESTS AND HOBBIES

- Small programing projects in unity and other frameworks
- Electronics projects
  - Led eye's for cosplay
  - Remote controlled cars
- Tinkering with small microchips
- Drawing comics
- 3D printing