




# Luca Vanesche

Independent Game Production

## CONTACT INFO

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 github.com/triktron

 triktron.com

## EDUCATION

**Howest University of Applied Sciences**  
**Independent 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
- Linux terminal
  - Can exit vim
- 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 vehicle 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 programming projects in unity and other frameworks
- Electronics projects
  - Led eye's for cosplay
  - Remote controlled cars
- Tinkering with small microchips
- Drawing comics
- 3D printing