

Résumé

Summary

Student working on a Bachelor's Degree in Digital Arts and Entertainment. Multi-talented and eager to learn. Interested in creating **3D content**, **programming**, developing **tools and systems** for game artists.

Education

2004-2006 : Bachelor of Multimedia and Communications Technology, University College of West-Flanders. Left after my second year to pursue another degree, but learned much about Photoshop, web design, databases and application development.

2006-2009 : Bachelor of Digital Arts and Entertainment, University College of West-Flanders (in progress).

General skills

- Fluent English speaker and writer
- Passionate about all facets of game development
- Eager to learn new techniques and tools

Content creation skills

- Extensive experience with 3ds max, Photoshop, ZBrush
- Experience with modern 3D content pipelines
- Robust knowledge of lighting, shaders and render techniques

Programming skills

- Proficient C++ programmer with working knowledge of the Standard Library and STL
- Experience using MAXScript for automation and artist support
- Experience with Java, C# and .NET for rapid application development
- Has developed 3D applications using DirectX 9 and OpenGL

Notable Achievements

Project lead, 3D artist and interface designer on *Future Flow*, an educational city sim about sustainability. Future Flow won 2nd place (out of 500 competing teams worldwide) in the Game Development competition of the 2008 **Microsoft Imagine Cup** in Paris, France.

Contact information

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