Wouter De Moor
GAMEPLAY PROGRAMMER

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ABOUT ME

Game Development student looking for an end-of-study internship.

Primarily focused on action, combat and top-down games using Unity or Unreal Engine. Always open to broaden my knowledge in any game development area.

I love to spend my spare time working on some individual projects and diving into AI. Currently learning more about machine learning and neural networks.

EXPERIENCE

Personal Projects   2020 - Present

I've always had a passion for indie development and spend some of my free time to create small projects from scratch. These include implementing gameplay, experimenting with new engine features and creating 3D art.

Game Jams   2020 - Present

Participated in more than 10 game jams, ranging from 48 hours to a week. Created games in many different genres and learned to work in teams of up to 5 people.

Intern IT – Skyline Communications (Izegem)   10/2016

Installing new hardware, software and general IT support/consultancy.

Shop Assistant – Essentiel Antwerp (Roeselare)   2014-2016

Helping manage stock.

EDUCATION

Bachelor Game Development – Howest Kortrijk (DAE)   2019 - Present

Since I started my study, I've become a C++/C# developer with an extensive knowledge on the current game technologies and popular engines (Unity & Unreal Engine).

Bachelor Web Design and Development – Howest Kortrijk   2017 –2019

Programming knowledge in HTML, CSS and JavaScript. Backend using React and REST API.

IT & Networking – Burgerschool Roeselare (diploma)   2015-2017

Learned basics of computer hardware, Windows Server and using MySQL databases.

SKILLS

Code Languages: C#, C++, HLSL, (My)SQL, HTML, CSS, JavaScript, React

Tools: Unity, Unreal Engine, DirectX, Blender, Adobe Photoshop & Illustrator

Workflow: Teamwork & Communication, Agile Dev, Source Control