

# Software developer

## Personal details

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**Nationality** Belgian  
**Date of birth** 20th Novembre 1985

## Education

**2012 – 2013** Specialisation in game development  
Ecole Supérieure d'Infographie Albert Jacquard (ESIAJ), Namur, Belgium  
**2008 – 2012** Bachelor in computer graphics (game development)  
Ecole Supérieure d'Infographie Albert Jacquard (ESIAJ), Namur, Belgium  
**2004 – 2008** Bachelor in computer science  
Haute Ecole de Namur (HENAM), Namur, Belgium

## Training

**2008** Enterprise Java Beans 3 (EJB 3) at Techno Futur, Gosselies, Belgium  
**2007** CSS, javascript, ASP.net at Techno Futur, Gosselies, Belgium  
**2005** HTML at Techno Futur, Gosselies, Belgium

## Professional experience

**2012** Internship at Softkinetic Studios (3 months), gameplay programmer  
Jumet, Belgium  
**2008** Internship at Walloon Region (3 months), web programmer  
Jambes, Belgium

## Skills

**Programming** C, C++, C#, CGFX, HLSL  
Lua, Java, HTML, Javascript, CSS, PHP  
**Software** Unity, Visual Studio, Perforce, Subversion  
Maya, Blender, Photoshop  
**Other** Modeling, UV editing, texturing, animation  
**Languages** French (mother tongue)  
English (working knowledge)

## Projets

**2014 – 2016** Temporal, strategy game for Android using Unity  
**2013 – 2014** Souvenirs, a 2D platformer game using Unity  
**2012** Ko's Theory, video game for Playstation 3 created using Fresh 3D  
**2008** Quicktoolbars, add-on for Mozilla Firefox