

Quinten Wuyts

Game Developer

Location: Berlaar, Belgium

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Objective

I am a versatile game developer, mainly focused on programming. I flourish in a small to medium group of passionate developers, being as open-minded and helpful as I can. By diving deep into research and experimenting, I try to achieve the best possible result.

Education

Howest 2015 - 2018
Bachelor in Digital Arts and Entertainment
Major in Game Development

Prizma Campus College 2011- 2015
Maths and Physics

Skills

Programming C++ *STL, DirectX, Box2D, PhysX*
C# *.NET framework 4.6*
Unity 3D *C#, UI, Particles, Shaders, Tools*
Unreal 4 *Blueprints, Shaders, Particles*
HLSL *Shader model 4*

Art 3ds Max *High & low poly, Baking, Rigging*
Photoshop *Texturing, Image editing, UI*
Substance Painter *Texturing*
Illustrator *UI*

Other Source Control *GitHub, SourceTree*

Languages

Dutch Native
English Fluent

Interests

Gaming Mainly shooter and racing genres