



THOMAS DE MULDER

GAMEPLAY PROGRAMMER

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Education

PROFESSIONAL BACHELOR

DIGITAL ARTS & ENTERTAINMENT

GAME DEVELOPMENT

HOWEST, KORTRIJK | 2013 - 2016

HIGH SCHOOL EDUCATION

MATH SCIENCE

SINT-GERTRUDISCOLLEGE, WETTEREN | 2007 - 2013

Work Experience

STUDENTJOBS

HOF TE PUTTENS

WAITER

BOONDOCKS

WAITER

NEXANS

ADMINISTRATIVE COWORKER IN FRENCH MULTINATIONAL

INTERNSHIP

CRAZY MONKEY STUDIOS

ALL ROUND PROGRAMMER

Skills

ENGINES

UNITY5 ○○○○○○

UNREAL ENGINE 4 ○○○○○○

OVERLORD ENGINE ○○○○○○

GAME ENGINE ○○○○○○

SOFTWARE

VISUAL STUDIO ○○○○○○

FX COMPOSER ○○○○○○

TORTOISE (SOURCE CONTROL) ○○○○○○

3DS MAX ○○○○○○

PHOTOSHOP ○○○○○○

Languages

HUMAN

DUTCH ○○○○○○

FRENCH ○○○○○○

ENGLISH ○○○○○○

GERMAN ○○○○○○

SUPERHUMAN

C++ ○○○○○○

C# ○○○○○○

HLSL ○○○○○○

DIRECTX/PHYSX ○○○○○○

SQL ○○○○○○

PLEASE CONSIDER ME IF YOU'RE IN NEED OF A++ PROGRAMMER