

# MAX DE SUTTER

GAMEPLAY PROGRAMMER

Newcastle Upon Tyne, UK  
+32 498 66 17 61  
maxdesutter@outlook.com  
www.linkedin.com/in/max-  
de-sutter  
maxdesutter.com

## PERSONAL PROFILE

I graduated from Howest with a degree in Digital Arts and Entertainment majoring in game development in 2019, and started my professional career as a video game programmer at the UK company Coatsink Software LTD. Working on Jurassic world Aftermath part 1 and 2, and Astronimo.

I always loved playing video games since I first knew how to pop a disc into the computer tray, but it was when I started my education that I fell in love with programming as well. Through making games I can enjoy making games and have other people experience the joy I have when I play a good game.

## TECHNICAL SKILLS

- C++
- C#
- Experience working in Unity, Unreal engine and custom engines.
- Unreal blueprinting
- Working with optimization software such as Superluminal performance
- Knowledge of 3D art pipeline

## LANGUAGES

- Dutch (Mother language)
- English fluent (speaking, reading, writing)

## WORK EXPERIENCE

### Intermediate Gameplay programmer | Coatsink Software LTD

January 2022 – Current

After being promoted to intermediate programmer at Coatsink I was placed in the team working on Astronimo. Created in a custom C++ engine. I worked on almost all parts of the game due to the small team size. Including Networking, User Interface, Physics and more.

### Junior Gameplay programmer | Coatsink Software LTD

November 2019 – January 2022

I was a junior Gameplay programmer at coatsink working on 2 projects. Working on the VR game "Jurassic world aftermath" and its DLC "Jurassic world aftermath Part2" I was a member of the support team. Working mainly on UI programming, performance profiling and improvements and bug fixing.

## **INTERNSHIP**

### **Programming intern | Pajama Llama Games**

FEBRUARY 2019 – JUNE 2019

I worked on the upcoming city builder game flotsam as an intern programmer. The game was voted most promising at the Belgian game awards 2019. I worked as a gameplay and UI programmer using unity engine and c#. I worked on systems such as adding a way to set the game speed including a pause that still allowed players to plan buildings. My supervisors were Ferry Keesom and Dave Van Verdegem.

## **EDUCATION**

### **Bachelor Digital Arts & Entertainment | HOWEST The Level Kortrijk, Belgium**

2015 – 2019

School that won the rookies Best Game Developer school 2017 and 2018. Industrial Sciences.

### **Industrial Sciences | Edugo Glorieux**

2011 – 2015

Secondary studies

## **HOBBIES AND INTERESTS**

My hobbies are playing video games mainly RTS games such as the old command and conquers and the total war Warhammer series. The first supreme commander got me into the genre with the massive number of units and scale difference in the units. My dream project would be to work on an old school RTS game like supreme commander. But I also play a bit of everything.

But I also enjoy reading a good fantasy novel to unwind from the day. Such as the Warhammer black library series. Like the Ciaphas Cain series

## **REFERENCES**

References available upon request.