




# MAX DE SUTTER

GAMEPLAY PROGRAMMER

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## PERSONAL PROFILE

I graduated from Howest with a degree in Digital Arts and Entertainment majoring in game development and I am currently looking for a junior position as a gameplay programmer.

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.

I am currently working on a personal project in Unreal engine namely a city builder. This because city builders and RTS games are my favorite kind of games and to learn Unreal engine with C++ instead of pure blueprinting.



## TECHNICAL SKILLS

- C++
- C#
- Unity Engine
- Unreal Engine
- Knowledge of 3D art pipeline
- HLSL
- 3DS MAX
- Adobe Photoshop



## LANGUAGES

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



## 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. I graduated with an overall grade of 65.08%.

3<sup>rd</sup> year modules included:

- Internship: 13/20
- Graduation work: 12/20
- Group project: 13/20

2<sup>nd</sup> year modules included:

- Programming 4: 13/20
- Level editing: 16/20
- Graphics Programming 1 & 2: 15/20 & 13/20

1<sup>st</sup> year modules included:

- Programming 1: 17/20
- Programming 2: 13/20
- Applied math and physics 1: 15/20
- Applied math and physics 2: 14/20

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

2011 – 2015

Secondary studies



## WORK EXPERIENCE

None



## 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.