Nicolas De Bruyne

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Linkedin
Portfolio

Organized and flexible **programmer**

Focused on quality and meeting deadlines, with strong team management and communication skills.

Game Projects

Object Wars | Vedg Studio | Game Website | 2020-Present
Project Manager, Gameplay Programmer, Network Programmer

Endless Adventure | Vedg Studio | Website | 2018-Present
Project Manager, Lead Programmer, Game Designer

Academic History

Haute Ecole Albert Jacquard, Namur — Master's Degree in Video Game specialization in programmation
September 2023 to June 2028 (In Process)

IATA, Namur — Secondary school degree and CQ6 microtechnology
September 2016 to June 2023

Technical Skills

Strong experience in multiplayer/netcode development and project management

Programming languages :

- **GDScript** - Expert
- **C#** - Advanced
- **Python** - Advanced
- **C++** - Intermediate
- **Blueprint** - Intermediate

In depth knowledge of :

- **Godot Engine**
- **Github**
- **Notion**
- **Wwise**
- **Blender**

Experience in using :

- **Unreal Engine**
- **Unity**

Other skills in **Substance Painter, 3D Coat, Akeytsu, Photoshop, After Effect**

Interests

Passionate about video game development and gaming

Strong interest in technological advancements and their technical workings

Practices electronics as a hobby

Languages

French (Native)

English

Distinctions

IATA - Developed a functional mini facial recognition turret in C++ as a Graduation Project