

# ROBBE VAN GASTEL



Game Programmer / Developer

## DETAILS

### EMAIL

vangastelrobbe@gmail.com

### LOCATION

Antwerp, Belgium

### DATE OF BIRTH

25<sup>th</sup> May 1999

### NATIONALITY

Belgian

### RELOCATION

Willing to

## PROFILE

Solving complex problems is my passion. I solve them in a detail-oriented way. I use this skill to make quality products to enjoy and experience. Learning new things is what I enjoy. I like to be challenged. I adapt easily to many situations. Always a positive attitude is what I strive for.

*Difficult roads often lead to beautiful destinations*

## LANGUAGES

### DUTCH

Native

### ENGLISH

Highly proficient

## EDUCATION

↑ Present

● 2021

**Graduated Bachelor Game Development**

DAE, Howest, University of applied sciences

● 6<sup>th</sup> semester

**Internship**

DAE Research - AI in production

● 5<sup>th</sup> semester

**Erasmus, Finland**

KAMK, University of applied sciences

● 2018

**Start Bachelor Game Development**

DAE, Howest, University of applied sciences

● 2017

**Start Bachelor Computer Sciences**

University of Antwerp

## SKILLS

### EXPERIENCED WITH

- C++
- C#
- Unity
- Unreal Engine

### ADEQUATE FOR

- 3D modelling
- Using photoshop

### COMFORTABLE WITH

- Python
- HTML & CSS

### WIZARD IN



- Using print statements
- Brewing coffee

## INTERESTS

### PROGRAMMING



GENERAL



NEURAL  
NETWORKS



GAMEPLAY



ARTIFICIAL  
INTELLIGENCE

### OTHER



CHESS



EXPLORING



SOCIALIZING