Basic information

Name	Stijn Doyen		
Date of Birth	October 19th 1992		
Nationality	Belgian		
Adress	Broederlijkheidstraat 2	Paardestraat 78	
	8400 Oostende	9000 Gent	
	Belgium	Belgium	
Telephone	+32(0)474/38.12.31		

Languages

Dutch	Mother tongue
English	Very fluent
French	Working knowledge

Education

2011 – 2014 (in progress)	Digital arts and Entertainment (DAE), University College PIH West-Flanders.
2008 - 2009	De Avondschool Oostende - PHP/Mysql
2007 - 2008	Art school of Ostend, Belgium- Graphical design (html/css/Photoshop/illustrator)
2008 - 2011	Koninklijk Atheneum 1 Oostende Centrum - Math - Sciences
2004 - 2008	Koninklijk Atheneum 1 Oostende Centrum - Latin - Math

Skillset

Main skills
- Extensive C++11 Programming knowledge, including STL
- Able to follow and adapt to specific coding standards
- Fast learning of new languages or coding environments
- Strong 3D math skills and basic Physics knowledge
- Writing clean, structured and readable code
- Experience with Direct-X (9 and up) graphics programming (Post Processing, HLSL shaders, Instancing and render pipeline)
- Experience with multithreading
- Highly motivated and structured worker
- A strong driving force to meet specific targets and deadlines

Secondary skills
- Experience with both lowpoly and highpoly pipeline
- Design and build a level from scratch
- Ability to communicate with artists and explain technical matters

Coding languages

- C++ (11)
- C#
- VB.net
- php / mysql
- html / css

Coding & Gamedevelopment software experience
- Microsoft Visual studio (2008 - 2013)
- MonoDevelop
- Intel VTune amplifier
- Resharper
- Notepad++

Source control software
- Perforce
- GITHub
- BitBucket

Commercial game engines
- Unity 3D
- XNA
- UDK

3D and art software experience
- Autodesk 3D studio Max
- Autodesk Mudbox
- Adobe Photoshop
- Crazybump

Work experience

2010 – 2013 summers	Holding a newspaper store open (including paper round, administration and all responsibilities) (04:00 – 18:00 shift)
August 2011	Mailman for bpost. (05:00 – 16:30 shift)

Notable achievments

Competitions
- Vlaamse programmeerwedstrijd 2011 (Official Flemish programming competition): Ended 6th out of 37 competing groups
- Vlaamse programmeerwedstrijd 2010 (Official Flemish programming competition) : Ended 16th out of 35 competing groups.
  I was competing alone and was in my 5th year of high school back then. Since I had to compete against groups of bachelor programmers from universities, I considered ending 16th was quite impressive given the situation.
- DAE Gamejam 2013 : Ended 4th place with our game Death and Explosions
- Artgame Weekend 2013 : An idea that I pitched got selected to be developed by a team of 9 people (including myself.) The judges were very pleased with out game and asked us to present it at the annual fair the 29th of November in Lille.

Other information

I am passionate about
- Music (metal, punk, …) I listen to it every moment I get the chance.
- Going to music festivals
- Playing guitar
- Playing video games (mostly RPGs)

Where do I see myself in 5 years
I've enrolled DAE to become a game developer, and that's exactly what I want to be. I want to learn everything there is to know. Most importantly, I would like to work at a company that creates games with a passion, and work on games that I can be proud of and would enjoy playing myself.