

QUINTEN DESSAUVAGE

GAME DEVELOPER

PROFILE

I am educated as a programmer for the gaming sector with an advanced knowledge of C# and C++. I have experience with well-known game engines like Unity and Unreal engine 4, as well as in house engines and adjusting them. I like fresh things to increase my skills and learn more about the new features and techniques used in the industry. If you want to see my work, you can visit my site which can be found underneath the contact section.

SKILLSET

- C++ and C#
- Unity and Unreal
- Mobile and VR game development
- source control (perforce/sourcetree)

SPOKEN LANGUAGES

- **Dutch:** Native tongue
- **English:** Fluent

ACHIEVEMENTS

- 2017-...
 - **Company:** me.memento 3D manufacture GmbH in Berlin, Germany
 - **Position:** Gameplay programmer
 - **Description:** Working on a VR project in Unreal 4 from the start in a company that wants to profile itself in a new industry. Working in a team of 20+ people whereof 2 are programmers. Researching and implementing new ways of human interactivity in VR, while creating build processes, pipeline structures, and workflows.
- 2017:
 - **Company:** Wooga GmbH in Berlin, Germany
 - **Position:** Game Engineer Internship
 - **Description:** Worked in a team of 20+ people (6 programmers) on an ongoing game called Bubble Island 2 in Unity for Android and iOS. Helped with new features, optimization and reworking outdated algorithms.
- 2013-2017:
 - **School:** Howest University College in Kortrijk, Belgium
 - **Course:** Bachelor in Digital Arts and Entertainment Game Development

CONTACT INFORMATION

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