Sander De Keukelaere
Game Systems Programmer

Bio

Driven to create immersive and unique games.
Fascinated by procedular generation.
Passionate about systems programming
with some engine and graphics on the side.

Personal info

Nationality
Belgian

Date of birth
October 22nd, 2003

Place of residence
Aalter, Belgium

Languages
Dutch
   Native language

English
   Professional working
   proficiency

Education

**Digital Arts and Entertainment
Major Game Development**
Howest University of Applied Sciences | 2021 - Present

TSO Industrial Sciences
VTI Brugge | 2015 - 2021
Most important skills learned: math and physics

Experience & projects

Assist math teacher
Howest University of Applied Sciences | 2022 & 2023
   I explained basic math principles and helped the
   students with their exercises before they started at DAE.

References
   ivo.de.pauw@howest.be
   flor.delombaerde@howest.be

MAGNETS!
Local multiplayer game made in Unity | 2023
   A game created by a 5-people team where I did
   prototyping, UI, gameplay and audio programming.

Freebooter of SPLORR!!
OST Composer | 2021
   I composed four music tracks for this retro dungeon
   crawler available on steam.

Technical skills

Programming languages   C++, C#, HLSL, Python, Java

Game engines   Unreal Engine, Unity
   Besides using UE4/5 and Unity for both prototyping and bigger
   projects, I also used multiple in-house engines from DAE.

Source control   Perforce, GitHub
   I've used Perforce and GitHub for both group projects at DAE
   and for school and personal projects.

API's & Frameworks   SDL, DirectX11,
                                   PhysX, FMOD, ImGUI

More info?

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in linkedin.com/in/sanderdekeukelaere

🐙 github.com/AtlantiaKing

🕹 sander-de-keukelaere.itch.io

Soft skills

Communication

Time management

Giving/receiving constructive feedback

Public speaking

Hobbies & interests

Playing and composing music

Boardgames and PC gaming

Creating stories