

# Kiam Vandendriessche

Gameplay Programmer,  
Shader Enthusiast

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## Kiam Vandendriessche

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## About me

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I'm a game developer with a passion for gameplay programming and an interest in shader development.

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## Skills

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C++, C#, Python, VB.net,

Unity, Visual Studio, 3DS Max, Photoshop, Unreal 4, Substance Painter

SourceTree, GitKraken, Fork, SVN

Json.Net, Odin

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## Experience

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### Black Shamrock Ltd.: UI / Gameplay Programming Intern

September 2018 - January 2019 in Dublin, Ireland

Programming UI features in a production title - including refactoring the dialogue tree system, implementing the UI logic, and tool development.

### Rekencentra NV: Software Development Intern

January 2015 in Ranst, Belgium - Two weeks

Prototyping and developing an in-house application.

### Expert Group Ltd.: Website Development

December 2015

### GZA St. Augustinus: Hospital Logistics Worker

Summer 2014 & Summer 2015 in Wilrijk, Belgium

General maintenance, logistics

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## Education

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### Digital Arts & Entertainment - Bachelor's Degree

September 2015 - January 2019 at Howest University in Kortrijk, Belgium

### IT Management - Highschool Degree

September 2013 - June 2015 at KaSO Mortsel in Mortsel, Belgium

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## Languages

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Dutch - Fluent

English - Fluent

French - Basic