



# Mendel Debrabandere

Gameplay programmer

Contact:

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Github: <https://github.com/MendelDebrabandere>

Portfolio: <https://mendeldebrabandere.github.io>

## Objective:

Developing games and software. I want to expertise in Unreal Engine and C++, but I am open minded about general software development and want to use my skills where possible.

I follow every update in the Unreal Engine and news in the game development industry.

## Studies:

Bachelor at Digital Arts and Entertainment - Game development, 2021 - 2024 (present)

Mathematics and Science in Secondary Education

## Programming:

**C++:** 2.5 years (main school and professional language)

**Python:** 1 year

**C#:** 0.5 years

## Skills:

Technical Skills:

- **Coding languages:** C++, Python, C#
- **Game Engines:** Unreal Engine, Unity
- **Source Control:** Git, Perforce
- **3D:** Maya, Substance Painter, Photoshop

Soft Skills:

- Communication
- Open minded

Languages:

- Dutch (native)
- English (fluent)
- French (high-school)