

Résumé

Personal details

Name: Yannick Segers
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My Profile

My primary focus is programming. I started out with general application programming in Java and C#, but my interest for games made me go and study game development. This is where I further developed my C++ skills and got into the world of graphics programming. It also taught me the 3D and concept art pipeline, which gives me insights into the needs of the artists. I'm mostly interested in gameplay programming, but I also enjoy tool development and engine programming.

Education

2010-2014: Bachelor in Multimedia and Communication Technology: Digital Arts & Entertainment at Howest Kortrijk

Participated in the Imagine Cup 2012 contest with our game Purify. Managed to get to the semi-finals (top 100 worldwide).

2009-2010: Bridging Programme: Master of Applied Informatics At KU Leuven (Unfinished)

2006-2009: Bachelor in Applied Information Technology at KHLeuven dept. Health Care and Technology in Leuven

Graduation project: Created a book-keeping program in C# for a bookstore.

2000-2006: Bookkeeping-Informatics at Heilig-Hart Instituut in Heverlee

Work Experience

2014, Programmer at Triumph Studios, Phoenixstraat 66 2611 AM Delft. Internship: February – June. Summer job: June - August.

Worked on [Age of Wonders III](#) as a C++ gameplay/UI/tools programmer.

- Designed and implemented the keybinding system + several shortcuts in-game

- Designed and implemented Steam cloud saving and Steam workshop integration
- Implemented various gameplay and UI features
- Fixed various gameplay and UI bugs
- QA and playtesting
- Customer Support

2009: Internship at Optis, Veldkant 33B 2550 Kontich.

Project: Worked on a file management system to be used internally at the company, together with another intern. Used Technologies: Spring, Sitemesh, jMesa, jQuery, Hibernate, JUnit, EasyMock. All of this running on an Oracle database.

Skills

Programming		Game Engines		Software	
C++	+++	XNA	+++	Microsoft Visual Studio	+++
C#	+++	UDK	+++	Netbeans	+++
Java	+++	Unity	+++	Eclipse	+++
ASP.Net	+++	Construct 2	+	Fx Composer	++
Ajax	++			Autodesk 3ds Max	+++
Html + PHP	++			Autodesk Mudbox	++
Javascript	++			Adobe Photoshop	+++
SQL	++			Adobe Illustrator	+
COBOL	+			Adobe Flash	+
Assembly	+			Microsoft Word	++
				Microsoft Excel	++
				Microsoft Powerpoint	++

Language skills

Language	Written	Spoken
Dutch	Native	Native
English	Very good	Very good
French	Good	Good

Interests

Reading literature concerning informatics and game-development.

Playing drums and guitar.

Watching movies, reading (comic-)books, playing video-games.