

Leo Vansteenkiste

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Professional Experience

CLOUD IMPERIUM GAMES

2016-NOW

- » Working on *Star Citizen* and *Squadron 42*

INTERNSHIP AT CODEGLUE

2016

- » Working on *Terraria for mobile*. Bug & crash fixing, tool creation. (iOS, Android & Windows Phone)
- » References upon request.

CONTRACT WORK AT BEFFIO

2015-NOW

- » Unity asset creation. *Screen effect* and material shader programming.

Education

BSC IN DIGITAL ARTS AND ENTERTAINMENT

KORTRIJK, BELGIUM

2013 — 2016

HOWEST UNIVERSITY COLLEGE

- » Grades: as best of class over three years, awarded with *summa cum laude* (83%)
- » Erasmus: Internship at *Codeglue*, Rotterdam, The Netherlands.

MSC & BSC IN INDUSTRIAL DESIGN

ANTWERP, BELGIUM

2007 — 2013

ARTESIS UNIVERSITY COLLEGE

- » Erasmus: 5 months at Aalto University in Helsinki, Finland.

Technologies & Skills

PROGRAMMING

- » C++ with standard library, C# with .NET and WPF, Basic Swift, Basic Objective C, Basic Java.
- » Shaderlab & CG, DirectX & HLSL, OpenGL & GLSL.
- » Unity 3D, Unreal Engine 4, Visual Studio, Xcode, Processing.

ART

- » Graphics pipeline: creating low- & high-poly models, realistic textures, rigs and particles.
- » Photoshop, Illustrator, InDesign, 3DS Max.

Experiences

GAME RELATED

» **Game jam/Competition — Brains Eden 2016**

Game: Just the Two of Us. (Shortlist best Unity game)

Contributions: Created the movement code for the players.

» **Competition — Search for a star 2015**

Passed 1st round and created the game *Life of Butler* for Round 2.

The game was published on the *Windows Store* and is still being developed for a final release.

GAME JAMS

» **ZooMachines 2015**

Game: Cover & Comrade.

Contributions: Created movement code based on multiple mice.

» **DAE Game Jam 2015**

Game: *Not Fish*. (Awarded 3rd place out of 15.)

Contributions: Created one-button movement code applicable to each key on the keyboard.

» **ZooMachines 2014**

Game: *Grab Your Eyes*.

Contributions: Ideation and level scripting for two different levels.

NON-GAME RELATED

» **Welcoming staff 2006-2015 at Opera Flanders.** Always in combination with studies.

Languages

- » Dutch (*Mother tongue*)
- » English (*Fluent*)
- » French (*Intermediary*)

Interests

- » Technology & Design
- » Food
- » Electronic music