

# Stijn Maris

## Gameplay Programmer

Alumni game programmer from Digital Art & Entertainment. Passionate about creating and playing video games.



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## EDUCATION

### Digital Arts & Entertainment - Higher Education

Howest - Graduated

09/2015 – 01/2020

Kortrijk, Belgium

### Aplied Informatics - Higher Education

UCLL - No Degree

09/2014 – 06/2015

Leuven, Belgium

### Sports-Sciences - Secondary School

H. Hart Heverlee

09/2008 – 06/2014

Leuven, Belgium

## WORK EXPERIENCE

### Intern Game Programmer

Donuts Co. Ltd.

09/2019 – 03/2020

Tokyo, Japan

Mobile and VR Games Company

[Achievements/Tasks](#)

- Worked on a VR game called Xenociders.
- In a small 6 man team using UE4.
- Touching all aspects of game development.

### Administrative assistant - Student Job

Santa Fe Relocations

12/2017 – 01/2018

Kortenberg, Belgium

Relocations Company mainly handling relocation of Expats and their families.

### Administrative assistant - Student Job

Santa Fe Relocations

07/2018 – 08/2018

Kortenberg, Belgium

Relocations Company mainly handling relocation of Expats and their families.

### Event Crew Member - Student Job

Golazo

Day contracts working at big sporting events. Such as cycling events like Liege-Bastogne-Liege.

## SKILLS

C++

Unreal Engine

C#

Unity

DOD

OOP

Substance Painter/Designer

3DS Max

PhotoShop/Illustrator

Java/JavaScript/SQL

## LANGUAGES

Dutch



English



French



## INTERESTS

VideoGames

Computers

PC hardware

Science

Machine Learning

Sports

Music