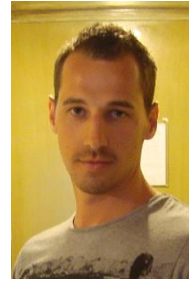


PROGRAMMER & TECHNICAL ARTIST

PERSONAL DATA

NAME: JONAS DE BREUCKER
DATE OF BIRTH: MARCH 29, 1988
NATIONALITY: BELGIAN
CURRENTLY LIVING IN: WAASMUNSTER - BELGIUM
CONTACT: contact@jonasdebreucker.be
PORTFOLIO: www.jonasdebreucker.be



STUDIES

2007-2011: [Digital Arts and Entertainment \(DAE\)](#) - Howest Kortrijk department PIH
2006-2007: [Interactive Multimedia Design \(IMD\)](#) - Lessius Mechelen
2004-2006: IT Management - [Technisch Instituut Sint-Isidorus \(handel\)](#) Saint-Nicolas
2000-2004: Handel - [Technisch Instituut Sint-Isidorus \(handel\)](#) Saint-Nicolas

WORK EXPERIENCE

2006-2011: Cashier at [Siniscoop](#)
2010-...: Game Project at [RisingRockGames](#)
2011-2011: Internship at [PreviewLabs](#)
2011-...: Developer at [MEDIALAAN](#)

SKILLSET

Programming:

- Extensive knowledge of C/C++ (STL), C#, .NET, XNA
- Good knowledge of UML, Software Design and patterns
- Good Knowledge of ASP.NET, SQL (mySQL, SQL Server 2008 - 2012)
- Basic knowledge of SSIS, BI
- Basic knowledge of Java, VB
- Basic knowledge of Win32, DirectX, PhysX, OpenGL
- Basic knowledge of 2D/3D math
- Basic knowledge of HLSL, ability to use, modify and create HLSL shaders
- Basic Knowledge of XHTML, PHP, XML, CSS, JavaScript and ActionScript, ability to create and design websites using Dreamweaver and Flash
- Basic knowledge of webservices, windows services

Content Creation:

- Modelling, Texturing, rigging, animation, pen and paper

SOFTWARE

- Microsoft Visual Studio
- Microsoft SQL Server
- Lightswitch
- Unity
- Autodesk 3D Studio Max
- Adobe Photoshop, Illustrator, Premiere, After Effects, Dreamweaver, basic Flash
- Pixologic Zbrush 3.1
- Microsoft Office
- PFTrack
- Eyeon Fusion
- Google: Sketchup 8 + V-Ray
- Microsoft Dynamics CRM 4.0, 2011
- Source Control (SVN, Visual SVN)
- JIRA, Confluence

LANGUAGES

Dutch: Native language
English: Good knowledge
French: Basic knowledge

PERSONAL **I**NTERESTS

I play soccer in first provincial at KFC Vrasene. I love watching movies and listen to music. In my free time I love a good barbecue.

MOTIVATION

I am a good team player and love hard challenges, that's where u learn the most of it. I'm very dedicated to my work and have no problem working towards deadlines. When necessary I work late or do overtime. I'm a hard worker.

I love to work in the game industry because it's full of challenges. I think it's awesome to create something another person will enjoy. Then there is are the different stages you have to go to to create a game. In school I learned what it takes to make a game and what the different aspects are. We learned how to be a technical artist, which includes doing artwork, create models, add animation, create tools for the artists, and of course program a game. But the thing I prefer the most is programming.