

Brian Van Hyfte

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Languages

- Dutch (Native language)
- French (Basic Understanding)
- English (Fluent)

Skills

- Game Development & Web Development (Python / Flask)
- Game Engines: Unity & Unreal
- Programming: C++, C#, Python, SQL, HLSL, HTML & CSS
- Software: Git, Visual Studio, 3DS Max, Photoshop, VirtualBox, Linux
- Team player & Management: Good at working in a team, and managing people for a project

Experience

01/07/2016 – 31/07/2016

Administrative Worker (Student) / VLS Group Ghent, Ghent

Handled digitalization of old files, and other general administrative work.

01/07/2017 – 31/07/2017

Administrative Worker (Student) / Sweco, Zelzate

Handled digitalization of old files, phone communication and spreadsheets.

Education

2008 - 2015

Accounting & IT / KAZ, Zelzate

2015 – PRESENT

Professional Bachelor

Game Development / Howest, Kortrijk

Activities

Outside of work, I like gaming and managing an online community in the game EvE Online. On top of that, I do some web development as personal, fun side-projects.