

# Brian Van Hyfte

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## Languages

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

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## 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

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## Experience

12/02/2018 – PRESENT

### Gameplay Programmer / Pajama Llama Games

Started at the studio as an intern, and was hired as a full time gameplay programmer after. I have worked here for the last 4 years, and helped with the Early Access launch of the studio's first game, Flotsam.

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## Education

2008 - 2015

### Accounting & IT / KAZ, Zelzate

2015 – 2018

### Professional Bachelor

### Game Development / Howest, Kortrijk

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## Activities

I'm passionate about Tabletop Roleplaying Games (mainly Dungeons & Dragons) both as a player, and a storyteller. Besides that, I also paint miniatures, and enjoy playing video games. I tend to lean towards multiplayer games, where I often take the role of guild / clan leader.