

Joren De Braeckeleeer

Game Developer

Londerzeel, Belgium

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OBJECTIVE

I challenge myself every day to improve and keep learning. To enhance my skills and achieve my goal of entertaining as many players as possible.

COLLEGE

Hogeschool West-
Vlaanderen -
University of Applied
Sciences -
Digital Arts and
Entertainment -
Kortrijk, Belgium

EDUCATION

Sep 2020 – Jun 2023

Bachelor's Degree • Game Development

Sep 2023 – Jan 2025

Postgraduate Degree • 3D Animation / Game Graphics / Visual Effects

Sep 2024 – Jun 2026

Postgraduate Degree • Start-Up School

Feb 2023 – Jul 2023

Internship • C# Developer in Unity • DAE Studios

KEY SKILLS

C# Development
C++ Development

Unity
Unreal Engine
Visual Studio

EXTRA

3D Animating
Rigging
Compositing

Maya
Adobe

COMMUNICATION

As a game developer, I am good at clear and effective communication. I can translate technical concepts into accessible language, making collaboration in and between teams as smooth as possible. My experience working in different groups has sharpened my skills in giving clear feedback, active listening and encouraging positive team dynamics.

LEADERSHIP

As captain of my football team, I have developed my leadership skills, which allow me to lead and motivate a group to achieve goals together. I show the way by encouraging teamwork and responsibility, both on and off the pitch. These qualities are also reflected in my professional life, where I excel at boosting morale and meeting project deadlines.