

CONTACT

- **** 1234 56 78 90
- Belgium Flanders
- mm-13.github.io/Portfolio

EDUCATION

2023 - 2026 DIGITAL ARTS & ENTERTAINMENT

- University of Applied Sciences Howest
- Independent Game Production

2016 - 2023 EMMAÜS INSTITUUT

- High School
- Science Modern Languages

KEY SKILLS

- Leadership & Teamwork
- Project Management
- Adaptable
- Unity
- C# & Python
- HTML5 & CSS3

LANGUAGES

Dutch Native
 English Fluent
 French Basics
 German Basics

MATTHIAS MAES

TOOL PROGRAMMER/TECHNICAL DEVELOPER

PROFILE

I'm a creative and solution-oriented developer, fun for me is bringing logic and creativity together. I'm adaptable and open-minded making me able to quickly adjust to different situations and see from multiple perspectives. I enjoy leading teams to ensure smooth workflow whilst giving everyone the opportunity to be creative.

WORK EXPERIENCE

Jam Jam Konfituur - Automation
Student job

2024 - PRESENT

- · Working independently, research documentation and programming
- Software management and API automation with Python

Agapanthus - Plant Nursery Student job

2024 - PRESENT

- Working independently, both as efficient and fast as possible.
- · Leadership, teamwork and management.

DAE - Applied Games

2025

- Client Project
- Working as lead developer in team, managing scope
- Client communication and documentation

HARD SKILLS

SOFT SKILLS

- Visual Studio (Code)
- Unity
- C# / Python / HTML5 & CSS3
- Blender & Maya
- Photoshop
- Substance Painter

- Leadership & teamwork
- · Project & time management
- Adaptable to different situations
- · Solution oriented thinking

REFERENCE

Tim Wyckstandt

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