



MATTHIAS MAES

FUTURE FOUNDER – GAME STUDIO

CONTACT

- ☎ 0470 46 17 08
- ✉ maesmatthias@outlook.com
- 📍 Belgium - Flanders
- 🌐 mm-13.github.io

EDUCATION

2023 - 2026

DIGITAL ARTS & ENTERTAINMENT

- University of Applied Sciences Howest
- Independent Game Production

2016 - 2023

EMMAÛS INSTITUUT

- High School
- Science Modern Languages

KEY SKILLS

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

LANGUAGES

- | | |
|-----------|--------|
| • Dutch | Native |
| • English | Fluent |
| • French | Basics |
| • German | Basics |

PROFILE

Technically and creatively inspired, I am working towards founding my own game studio. I love creating projects, managing teams, and giving others the opportunity to be creative. My goal is to combine my leadership, project management, and development skills to develop enjoyable and entertaining games for people to enjoy with their friends while building a sustainable and engaging company. Next to wanting to start my own game studio, I love programming, which is both my hobby and partially my job.

ENTREPRENEURIAL PROJECTS

- **Huntsman Isle - Personal Project** 2025 - IN PROGRESS
Group Projects @ DAE
 - Leading a team, research & documentation
 - Programming & game design
- **Jam Jam Konfituur** 2025 - PRESENT
Client Project as Student Job
 - Working independently, research documentation and programming
 - Software management and API automation with Python
- **Café CATastrophe** 2025
2 day Game Jam Project
 - Leading a team, producer
 - Programming & game design

HARD SKILLS

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

SOFT SKILLS

- Leader who listens
- Engaging (Student Council, Howest)
- Adaptable to different situations
- Solution oriented thinking

REFERENCE

Tim Wyckstandt

Agapanthus

Phone: 04/ 73 56 89 73

Email: info@agapanthuskwekerij.be

Yves Van Lent

MeVolve Bloxiz

Phone: 04/ 75 25 52 10

Email: yves.vanlent@gmail.com