

YENTOFF CUYPERS

Game Developer - C++/C#/.Net

Contact Information

E-mail yentoff.cuypers@gmail.com

Phone +32 477 479 477

<https://www.linkedin.com/in/yentoff-cuypers>

<http://www.yentoffcuypers.com>

Projects

February 2018 – June 2018, For Honor

Internship at Studio Gobo, working in Ubisoft Montreal's AnvilNext 2.0 engine

Co-dev game play and tool development on the For Honor DLC Arcade Mode

November 2017 – January 2018, Project Tundra

Graduation group project in Unreal Engine 4.18 at Digital Arts and Entertainment

Atmospheric, experience, puzzle game

February 2017 – June 2017, The Textbook Robbery

Group game project in Unity 5.6 at Digital Arts and Entertainment

Local co-op, fast paced brawler, heist game

March 2015 – September 2015, NATURE [Outdoor Training & Education]

Internship + summer job

CMS system from scratch in C# and AngularJS

Experience

2020	Gameplay Programmer	TT Games Studios Ltd, Knutsford, UK
2018-2020	Junior Gameplay Programmer	TT Games Studios Ltd, Knutsford, UK
2018-2018	Inter Game Programmer	Studio Gobo Ltd, Hove, UK

Education

2015-2018	Bachelor Digital Arts and Entertainment	Hogeschool West-Vlaanderen (Kortrijk)
2012-2015	Bachelor in Applied Computer Science	Katholieke Hogeschool Leuven

Languages

Dutch	Mother tongue
English	Fluent
French	Basic

Computer Proficiency

C++	Visual Studio (+ Resharper, Visual Assist)
C# (+ .NET framework, Linq and more)	Unity 5.6
HLSL (+ Geometry, Tessellation stages)	Unreal Engine 4
DirectX	AnvilNext 2.0
ASP.NET	Adobe Photoshop CC
SQL	Autodesk 3ds Max

Activities

2008-2015	Takeda Ryu Sobudokai Vlaanderen (Japanese martial arts)
1998-2008	Football (KFCM Hallaar, K. Lyra TSV, RC Mechelen)