




# Jitse Verstraete


## Game Programmer


I'm a motivated game development graduate with a passion for turning creative ideas into robust game mechanics. I am eager to contribute to interesting projects by using a mix of creativity, solid technical skills and a drive to learn.


## Personal info

 +32 471 79 36 24

 [jitse.verstraete@gmail.com](mailto:jitse.verstraete@gmail.com)

 [jitseverstraete.com](http://jitseverstraete.com)

 [LinkedIn](#)

 30 / 08 / 2000

 Hoegaarden, Belgium

## Skills

**Programming**  
C++/C#

Unity

Unreal Engine

Source control

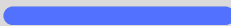
**Problem solver**

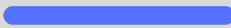
**Fast learner**

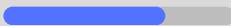
**Flexible**

**Team player**

## Languages

**Dutch** 

**English** 

**French** 

Attended primary education in French

**German** 

## Experience

### ● Game developer intern at Rogueside

Sep 2023 – Jan 2024

Polishing and fixing bugs in a 2D hidden object game in Unity. Porting the game to Android and making it compatible with controllers.

Researching a dialogue system tool for a new narrative-based project and prototyping various game mechanics.

Acquired skills: Unity, Teamwork, Communication, Planning

### ● Student job at BPost Leuven

Nov 2018 – Feb 2019

Distributing post and packages by bike and van.

Acquired skills: Planning, Punctuality

## Education

### ● Bachelor of Digital Arts & Entertainment – Howest

Sep 2019 – Jan 2024

Specialization: Game Development

Distinction: Cum laude

### ● Science-Languages Secondary Education – Sint-Janscollege Meldert

2012 – 2018

## Extracurricular

### ● Programming tutor

2023

Helping first-year DAE students understand and apply programming concepts

### ● Math course assistant at Howest

Sep 2021

Assigning and explaining exercises during a summer math course