



VICTOR DANNEELS

DEVELOPER

24 years old

대구, 달서구, 성서

OBJECTIVE

I'm fond of video games and programming. I wish I can work as a developer in a company that produces video games.

I'm specialised in the usage of Unity3D (game engine) and virtual reality.

I'm currently looking for a job in South Korea (Seoul).

PORTFOLIO

www.victordanneels.com/en

CONTACT INFORMATION

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POINT OF INTEREST

Video Games

Virtual reality

Korean culture

PROFESSIONAL EXPERIENCES

03/2018 - 02/2019 **MY CYBER ROYAUME** (internship, permanent contract)

- Creation of activities for disabled persons using Virtual Reality. (Archery, Gardening, Creation of picture frames)
(I had to create the activity depending on the required specifications, maintain it, update it if necessary.)
- In charge of the Unity3D project's architecture.
- In charge of a robot AI that helps the user. (Behaviour, Movement)

04/2016 - 07/2016 **ARTCOM PRODUCTIONS** (internship)

- Creation of a tool in Unity3D that helps the graphic designer generating wide and random scenery. (Forest, Rock deserts, ...)
- Using pathfinding to move AI in Unity3D. (Cars on the road, Pedestrian on the sidewalk).
- Connection of Facebook API with a user interface on Unity3D.

08/2014 - 12/2014 **LES SUPERMARCHÉ MATCH** (internship)

- Creation and modification of PHP scripts to fetch and organise data stored in a data base.
- Learning, Setting up and using a new task scheduling tool.

EDUCATIONAL BACKGROUND

2019 **KEIMYUNG UNIVERSITY** (South Korea) | Language School
- Having B1 level (based on the CEFR scale) or level 3 (based on 1 to 6 scale).

2013 - 2018 **EPITECH** | Master's degree in information technologies
- Learning about I.T. Development in 5 years.
(Fundamental of programming, Software engineering, Work in team, Being autonomous, Being professional)

2016 - 2017 **KEIMYUNG UNIVERSITY** (South Korea) | Exchange student
- Learning about Game Development in 1 year.
(Unity3D, OpenGL, Game Design, ...)

SKILLS

FAVORITE PROG. LANGUAGES
C# / C++ / C

LANGUAGES

KOREAN - PRE-INTERMEDIATE
ENGLISH - ADVANCED
FRENCH - NATIVE

PROG. TOOLS AND FRAMEWORKS

UNITY
OPENGL
GIT

OTHER PROG. LANGUAGES

OBJECTIVE C
HTML / CSS
MYSQL

OPERATING SYSTEMS

WINDOWS
LINUX
OSX



DESIGN SOFTWARES
PHOTOSHOP
3DS MAX