

Curriculum Vitae

Personal information

<i>Name</i>	Stijn Delaruelle	<i>Email</i>	stijn.delaruelle@gmail.com
<i>Nationality</i>	Belgian	<i>Portfolio</i>	www.stijndelaruelle.com
<i>Place of residence</i>	Utrecht, The Netherlands		
<i>Date of birth</i>	02/07/1991		
<i>Languages</i>	Dutch (mother tongue) English (very fluent) French (basic) German (basic)		

Work Experience

Flavour (2018- Now)

Senior Game Developer

- HackShield: A story driven puzzle game about cybercrime for kids aged 8-12
- Other unannounced projects

Triumph Studios (2018, 7 months)

Gameplay & UI Programmer

- Age of Wonders: Planetfall : Designing & implementing major user interfaces

Freelance Game Developer (2017 - 2018)

Gameplay, System & UI programming for various serious games . (C#, Unity)

- Hack Stevie: Spiritual predecessor to HackShield (MediaMasters)
- Greenberg Island: A story driven game based on a personality test. (Greenberg Nielsen)
- Can't Wait To Learn: An educational game for children in Sudan. (Warchild)

Grafisch Lyceum Utrecht (2015 - 2018)

Game Development Lecturer

- Teaching programming & tech-art classes.
- Coaching students during their internship.

Paladin Studios (2014-2015)

Game Developer

- Valedo: A physiotherapy game to exercise the patients back.
- Various other small projects.

Two Tribes (2014, 3 months)

Gameplay programmer

- RIVE: Gameplay scripting in Squirrel .

Abbey Games (2014, 5 months)

Engine & tool programmer (internship)

- **Renowned Explorers**: Expanding the engine (C++) & creating tools to accompany key features. (incl. animations & file packing)

ON Semiconductor (2012 & 2013, 2 months)

Tool programmer

- Optimizing workflow around the office by creating various tools & macro's. (VBA)

Education

- 2015 – 2016 Degree in Pedagogy & Didactics, Hogeschool van Amsterdam
- 2011 – 2014 Bachelor Degree Digital Arts & Entertainment, Howest Kortrijk
- 2010 – 2011 History, Ghent University
- 2010 Mathematics & Economics, High school
- 1998 – 2008 Musical Academy: Classical guitar, Ronse

Programming Languages

<i>Languages</i>	C# / C++	<i>Scripting</i>	PHP / Lua
<i>Markup</i>	HTML / CSS	<i>Shaders</i>	HLSL / GLSL (basic)

Other interests

- Creating & listening to music
- Creating & playing board games
- Stage acting & puppeteering
- Tinkering with various technologies (anything that gets the creative juices flowing)