

Curriculum Vitae

Personal information

<i>Name</i>	Stijn Delaruelle	<i>Email</i>	stijn.delaruelle@gmail.com
<i>Nationality</i>	Belgian	<i>Portfolio</i>	www.stjndelaruelle.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

Freelance Game Developer (2017 - Now)

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

- **Hack Stevie:** A story driven puzzle game to learn and warn children about cybercrime.
- **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 - Now)

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

- Gameplay scripting in Squirrel for RIVE .
- Prototyping various gameplay related features.
- Attended Gamescom as an exhibitor at the indie MEGAbooth with RIVE.

Abbey Games (2014, 5 months)

Engine & tool programmer (internship)

- Expanding the engine (C++) with a wide variety of features and optimizations.
- Creating tools to accompany key features. (incl. animations & file packing)
- Both for their 2nd title: Renowned Explorers.

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 & Software knowledge

<i>Languages</i>	C++ / C#	<i>Game Engines</i>	Unity / UE4 (basic)
<i>Scripting</i>	PHP / Squirrel / Lua (basic)	<i>Markup</i>	HTML / CSS
<i>Coding env.</i>	Visual Studio / MonoDevelop	<i>Shaders</i>	HLSL / GLSL (basic)
<i>Art env.</i>	3Ds Max / Photoshop / Illustrator		