

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 English		

Work Experience

ZZP: Independent creator (2017 - Now)

- Video games
- Board & card games
- Comics & short stories

Yipp (2020-Now)

Game/Exhibit Designer & Developer

Flavour (2018- 2020)

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: 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 - 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)

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

- Languages* C++ / C#
- Scripting* PHP / Lua
- Markup* HTML / CSS
- Shaders* HLSL / GLSL