

# Quinten Vanhooydonck



## About

I'm a student who spends a lot of his free time creating games and tools for unity. I'm not scared to step out of my comfort zone to create something I couldn't before. I mostly like applying maths and physics to games and challenging myself in the process.

## Contact

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## Portfolio

## Job objective

Internship involving programming with the use of a game engine (preferably unity).

## Education

Multimedia technology (Virtual & 3D) 2015–2018  
Karel de Grote Hoogeschool (College)  
Antwerp, Antwerp, Belgium

Coursework: unity, C# programming, C/arduino programming, javascript programming, VR, modeling (cinema 4d)

Engineering Sciences 2013–2015  
Mariagaarde (High school)  
Westmalle, Antwerp, Belgium

Coursework: maths, physics

## Skills

unity	unreal engine	modeling
c#	c++	Maths
java	VR	Physics