

Martijn Dhondt

Producer/Developer

Email: martijn1dhondt@gmail.com

Portfolio: eonaap.github.io

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Skills

Programming: Software:

C++

Unity

Hacknplan

C#

Unreal Engine 4/5

3DS Max

DirectX11

Visual Studio

Adobe Photoshop

Java

Perforce

Substance Painter

Github

Microsoft Office

Education

Master in Game Technology
at Breda University of applied sciences:

2022 - 2023

Bachelor in Game Development
at Howest University of applied sciences:

2018 - 2022

High school degree in Informatics
at KA Redingenhof Leuven:

2016-2018

Work history

Kattestroof Playground service:

2016 - 2023

Volunteer head playworker

Create and regulate interactive games with children, manage and evaluate playworkers, alongside the playground service

DAE Studios (internship):

2022 - 2022

Working on 2 week projects as either a programmer or producer