

Mathias Radder

Software Developer

About me

I am able to work interdependently and in a structured way.
I am very eager to learn and I quickly get the hang of new things.
Teamwork and good communication are of great value to me.

Education

Game Development Bachelor's degree – Digital Arts And Entertainment

Howest Kortrijk.

September 2019 – 28 June 2023

Multi-Color Printing – TSM Technical Schools Mechelen

High school degree in Multi-Color Printing

September 2016 – June 2019

Graphic Media – TSM Technical Schools Mechelen

September 2014 – June 2016

Skills

Programming languages:

- C++ (Specialised)
- C#
- HLSL

Engines:

- Unreal Engine 4
- Unity

Platforms:

- Unity Gaming Services
- Live Ops

Version control systems:

- Perforce
- Github
- Sourcetree

Other software:

- Houdini
- Maya
- Photoshop
- Indesign

Details

Email:

Mathias.radder@hotmail.com

Website portfolio:

<https://mathiasradder.github.io/>

GitHub own project:

<https://github.com/KawaiiBone>

GitHub school projects:

<https://github.com/mathiasRadder>

Itch:

<https://mathias-radder.itch.io/>

LinkedIn:

<https://www.linkedin.com/in/mathias-radder-953841251/>

Languages

Dutch (Native speaker)

English (Proficient)

Internship Experience

• Cybernetic Walrus

13 February 2023 – 9 June 2023

- Gameplay programmer
- Game designer
- Multiplayer and server programmer
- UI programmer

Other Internship Experience

Summary: These internships are about offset printing and finishing.

- Multi Packaging Solutions Bornem NV West Rock

October 2017 – June 2018

- Printing Company Print & bottle

October 2018 – December 2018

- Copycat

February 2019 – June 2019