



CURRICULUM VITAE

VALÈRE MAES

INFO

First Name: Valère

Last Name: Maes

Lives in: Schorisse, Belgium

Born: 27/12/2001

Email: valere.gamedev@gmail.com

TECHNICAL SKILLS

Software:

- Photoshop
- Unity
- Godot
- Microsoft Visual Studio
- Github (Source Control)
- 3dsMax
- Microsoft SQL

Unity Development:

- 2D & 3D Programming
- Tool Development
- Navmesh Agents
- Procedural Workflow
- UI/UX Programming

CODING LANGUAGES

- Visual C# ●●●●○
- Python ●●○○○
- SQL ●●○○○
- HTML ●●●○○

SPOKEN LANGUAGES

- Dutch (Native): ●●●●●
- French: ●●○○○
- English: ●●●○○

REFERENCE LINKS

Portfolio: maesvalere.com

GitHub: github.com/LongLazyLlama

EDUCATION

UNIVERSITY | HOWEST UNIVERSITY OF APPLIED SCIENCES (DAE) | INDEPENDENT GAME PRODUCTION

2019 – 2023

Main subjects: Coding, Drawing, Design, Business Management

HIGH SCHOOL | KTA BRAKEL | ACCOUNTANCY & IT

2013 – 2019

Main subjects: Accounting, Computer Science

Award: Award received at graduation for the course economy.

WORK EXPERIENCE

INTERNSHIP | DAE STUDIOS | KORTRIJK

13/02/23 – 15/06/23

2 Games a Month program. Creating finished game prototypes within 2-3 weeks time for a total of 7 Projects of 4 months time. For each project all interns formed groups of 4 people in which I took on the role of Team-Lead, UI-designer, Game-Designer, Game Programmer, 2D Artist and Backend Developer.

STUDENT WORK | AD DELHAIZE | BRAKEL

27/05/19 – 24/04/22

Stock employee, unloading trucks, filling compartments in the store in all departments and working at the cash register, as well as being responsible for closing the stock at closing hours and teaching newbie student workers the ropes.

INTERNSHIP | TOURISM DEPARTMENT | BRAKEL

25/02/19 – 01/03/19 AND 25/03/19 – 30/03/19

Processing documents in a database and helping customers at the counter for tourism. Making posters in photoshop and further elaboration until they are put into use.

INTERESTS & HOBBIES

- Creating pixel art
- Working on free-time game projects
- Character & Story writing