

BAUWEN DE RON

PROGRAMMING/ GAME DEVELOPMENT STUDENT

CONTACT

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PROFILE

- Modest
- Honest
- Enthousiastic

HOBBIES

- Bouldering
- Stop motion animation
- Swimming teacher

SKILLS

- Stress-resistant
- Ability to learn quickly
- Problem solving

LANGUAGES

- Dutch
- English
- French

PROGRAMMING

- Java
- C#
- SQL
- C/C++
- HTML, JS, CSS
- Bootstrap
- React
- Unity
- Unreal
- Vulkan

EDUCATION

HOWEST – 2024-2027

DIGITAL ARTS AND ENTERTAINMENT

- Major: game development
- C++, SDL, OpenGL, Fotoshop & Blender
- Good and practical basis of mathematics for Game Development

BUSINESS INFORMATION TECHNOLOGY - JAMK (erasmus)

- Courses about sound design, narrative and game design
- Helped a Ti Corporate group as a programmer

KAREL DE GROTE – 2021-2024

APPLIED COMPUTER SCIENCE

- Major: full-stack application development
- Java, C#, Dotnet MVC, HTML, CSS, JS, embedded C & SQL
- Plenty of practical experience and group assignments

GTI BEVEREN – 2015-2021

INDUSTRIAL ICT

- Subjects: applied computer science & electronics
- Strong focus on Dutch, French, and English
- Final project: Automating teachers' exam schedules using Java

WORK EXPERIENCE

INTERNSHIP INFO SUPPORT – APRIL-JUNE 2024

FULL-STACK DEVELOPER

- Mobile app using Ionic Framework
- Open Source Travel Application (OSTA)
- Java back-end for managing all adapters
- Interop between Js and Python for adapters

SKILLZ – zomer 2021 & 2022

CAMP MONITOR

- Intructor Scratch
- Intructor animatietekenen
- Intructor Minecraft