

Emma Calewaert

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ID

Date of birth: 23/05/1996
Nationality: Belgian
Languages: Fluent in Dutch and English
Moderate in German
Moderate in French

TECHNICAL SKILLS

Knowledge of C++ and C#
Well-versed with using Unity3D
Some knowledge about using Unreal Engine 4
Quick to learn new skills

TECHNOLOGY

Languages: C++ (STL), C#
3D Art: Asset pipeline, high poly, low poly and PBR methods
Modular level design
Software: Microsoft Visual Studio, Unity3D, Unreal Engine,
Autodesk 3ds Max, Adobe Photoshop, Microsoft Office

EDUCATION

- 2014 – 2017* Bachelor Degree Digital Arts & Entertainment, Howest, College of West-Flanders
Education aimed towards video game development, leaning towards programming
- 2008 – 2014* Sciences and Maths (6h), Barnum
General secondary education

EXPERIENCE

- 2016* Virtual reality Game Jam using Google Cardboard
At Howest College
- Feb – Jun '17* Internship at Wooga, Berlin
- Nov '17 – May '18* Internship at EIDU, Berlin