

Emile Sonneveld

Software Engineer with experience in graphical applications.



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Education

2017 - (2020) Master's in Applied Computer Science at VUB

2011-2014 Digital Arts and Entertainment, at Howest Kortrijk

2005-2011 - Diploma high school in science and math. (For my final work, I made a educative game and tested it with the first year class. The game is still being used.)

Experience

2016-2018 (2,5 year) at chili publish – C#, all in-house tech (www.chili-publish.com)

2015-2015 (6 months) at Ojoo – Unity C#, asp.net (<https://www.ojoo.com/>)

2014-2014 (4 months) internship of 4 months at Fishing cactus – In-house game engine, c++, Unity C#, Python

Human languages

Dutch: zeer goed (mother tongue)
French: très bien
English: good
Russian: nope

Software

Visual Studio, IntelliJ
git, svn, hg
Linux, Windows
Unity 3D
Photoshop, 3ds Max

Programming languages

C# (good)
C++ (ok)
Python (good)
JavaScript/css/HTML (ok)
windows cmd (good)

Varia

Active in youth movement as animator, and as webmaster.
Loves climbing, cycling and running
Participated in many game jams and hackathons