Jef Belmans
Graphics & tool programmer

And just like that, my desk is filled to the brim with rubber duckies.

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📍 Antwerp, Belgium

🖥 gamedevjef.be

in linkedin.com/in/jef-belmans

○ github.com/jefbelmans

SKILLS

.Net C# | C++ | CMake | D3D11 | Vulkan | SDL2 | GLFW | Github | Perforce Helix Core | Unity | Unreal Engine | Adobe Suite | Maya

LANGUAGES

Dutch
Native Proficiency

English
Full Professional Proficiency

French
Elementary Proficiency

INTERESTS

Graphics programming

Board and card games

Car-detailing

EDUCATION

Game Development
Digital Arts and Entertainment
09/2021 - Present   *Kortrijk*
Courses
- Programming (C++).
- Tool Development (C++, CMake, C#, WPF).
- 3D Modeling (Autodesk Maya).
- Gameplay Programming.
- Graphics Programming (D3D11).
- Game Mechanics (Unity, Unreal Engine).
- Game Design Patterns.
- Game AI Programming.

Media Technology
Karel de Grote college
09/2018 - 06/2021   *Hoboken*
Courses
- Programming (C#).
- Principles of Game Design.
- Web Development (HTML, JavaScript, CSS).
- Game Development (Unity).
- 3D Modeling (Blender).
- Project & Team management.

WORK EXPERIENCE

Internship
Dynamic Dimensions
02/2021 - 05/2021   *Wichelen*
Web and VR Development for HoGent
Achievements/Tasks
- Wrote a websocket server to communicate between a web portal and a Unity project.
- Optimized a 3D environment to run smoothly on the Meta Quest 2.
- Setup a database behind the web portal to save application settings and configurations.

Contact : Wouter Van Hauwermeiren - wouter@dynamicdimensions.be

Student job
Beego
07/2018 - 01/2021   *Antwerp*
First aid for all computer and tech related problems
Achievements/Tasks
- 4.7/5 personal rating. +200 customers served. +500km cycled.

Contact : Frederick Screayen - frederick@beego.be

PERSONAL PROJECTS

Coral3D - A Vulkan Render Engine (07/2023 - Present) ⧉
- A render engine written in C++ using the Vulkan graphics API, featuring easy to use abstractions.
- My most pasionate summer project to date.

DirectX 11 Render Engine (02/2023 - 06/2023) ⧉
- A home-made render engine based of the Overlord Engine template, using the DirectX 11 graphics API.
- Featuring a race game built inside this engine, utilizing the Nvidia Vehicle SDK.
- Trailer.