



# Sander Deduytsche

Game Developer

## Contact

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+32 476 71 82 08

Flanders - Belgium

## Education

### Independent Game Production

*Digital Arts and Entertainment*

2023 - now

### Graphic Storytelling

*LUCAS school of arts*

2020 - 2022

### IT management

*GO! Lyceum Ghent*

2018 - 2020

## Expertise

### Adobe Package

- Photoshop
- Substance Painter

### 3D Modelling

- Blender
- Maya

### Code

- C# & Unity Engine
- Java & JavaScript
- HTML & PHP & CSS

### Language

- Dutch
- English

## Profile

With a lifelong passion for gaming and a strong foundation in game development, I bring both a player's perspective and technical expertise to creating engaging and high-quality games. I am eager to apply my skills and contribute to the gaming industry.

## Work Experience

- Your company? Future  
**Game Developer**
  - Looking forward to the opportunity to join your team and help bring bold, creative gaming ideas to life.
- Lidl Belgium - Full Time 2022 - 2023  
**Perishable Goods Specialist & Retail Worker**
  - Identified and resolved product quality issues with a keen attention to detail.
  - Collaborated effectively in a fast-paced team environment, ensuring smooth store operations.
- Tokyo Sushi - Student Job 2021 - 2022  
**Front of House**
  - Handled difficult customer interactions with professionalism and politeness.
  - Ensured personal and restaurant presentation standards remained high.