



Stijn Stroeckx

Game Developer - Gameplay programmer

I'm a game development student, passionate about gameplay programming, but interested in many other fields as well.



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stroeckx.com/portfolio



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PROGRAMMING LANGUAGES

C++

C#

JS

PHP

HTML

LANGUAGES

English

Full Professional Proficiency

Dutch

Native or Bilingual Proficiency

French

Elementary Proficiency

SOFTWARE

Visual studio

Unity3D

Unreal Engine

Photoshop

3DSMax

Sourcetree

EDUCATION

Game development

Digital Arts and Entertainment - Howest College [↗](#)

09/2015 – Present

WORK EXPERIENCE

Software developer

Connecto bvba

09/2017 – 08/2018

Kiosk and Digital signage, E-commerce solutions.

Achievements/Tasks

- Software development and maintenance
- Project management
- Hardware installation and support

Contact: Gert De Meutter – 0495282101

PROJECTS

Game related projects

- Obelisk, Hatchoo, dodge'em, mari0, and more!
- More details about these projects can be found on at www.stroeckx.com/portfolio

Reddit flairbot (07/2015 – Present)

- Gotrade pass started as a flairbot made for [/r/globaloffensivetrade](https://www.reddit.com/r/globaloffensivetrade). It uses both reddit and steam api's to link accounts to each other. The system quickly expanded to add 5 other subreddits and got a better management system to moderate one user across all platforms.
- So far, there have been over 200.000 registrations through this system.

CURRENT PROJECT

The collective (09/2019 – 01/2020)

The collective is an interdisciplinary project, where students from Digital Development and Design, Industrial Product Design and Digital Arts and Entertainment work together on a project for Volkswagen about autonomous driving.

OTHER INTERESTS AND HOBBIES

- Technology and PC hardware
- Web development
- Cars
- Diving