



GILLES DE WAELE-VAN DE VELDE

SKILLS

- Unity
- Blender
- Substance painter
- C#
- Photoshop
- HacknPlan
- Office 365
- HTML/CSS
- Davinci Resolve

LANGUAGES

- English
- Dutch
- French

EXPERIENCE

GENERALIST GAME DEVELOPER • GODSPEAR GAMES • 2026 – 2026

Handling the full game development pipeline, from market research to game design, project management, prototype development, playtesting and polishing.

Programming teacher • CodeFever • 2025 – ...

Teaching a class of 5-15 students, preparing classes. Building an understanding of how the material is structured and bringing that in a clear manner to the students.

TENNIS TRAINER • TC78 • 2022 – ...

Managing a group ranging from 5-10 young adults and giving guidance and feedback in a friendly and clear manner.

EDUCATION

INDEPENDENT GAME PRODUCTION • 2022 -2026 • HOWEST

3D modeling & texturing, game design, game production, 2D design, unity/unreal development.

INFORMATIE BEHEER • 2022 • BROEDERS HANDEL

Software development, network and server maintenance.



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