PERSONALIA

Ben Gladiné

Karel Van Hulthemstraat 13

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Belgium

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Date of birth

15/11/1995

Nationality

Belgian

Drivers' liscence

Yes

Program Languages

C++

C#

HTML/CSS/JSS

Languages

Dutch

English

French

HOBBIES

Drums, guitar
reading Social-Economic books,
hiking

Profile

As a game developer with a background in secondary school teaching for maths and physics, I am an enthusiastic and critical individual, constantly seeking improvement through active participation, questioning and a strong eagerness to learn and innovate.

Work experience

○ **Game Developer @ Fabrique Fantastique, Lier (half time)**
July 2022 - ...
Animation series game developer: Designed, prototyped and built games from scratch.

○ **VR Developer @ TransfrVR Inc. (half time)**
January 2022 - May 2023
VR Simulation Developer: Created courses, enhanced framework, fixed bugs, active collaboration.

○ **Game Developer @ Triangle Factory, Ghent**
Octobre 2020 - December 2021
VR educative simulation developer with framework enhancements

○ **Teacher Math @ Busleyden Atheneum Pitzemburg, Mechelen**
January 2017 - June 2017
Teacher Math for first and second year Secondary School (Belgium)

Education

○ **Bachelor Digital Arts and Entertainment, Game Development, Howest, Kortrijk**

September 2017 – June 2020

○ **Bachelor Secondary Education, Physics-Math, Thomas More, Mechelen**

September 2013 – January 2017

Competences

○ Flexible

○ Social

○ Eager to learn

○ Enthusiastic

○ Adaptive

Foreign experiences

○ **Study Game Design, Scotland, Dundee**

September 2019 – December 2019

○ **Teacher internship, Sweden, Skütskar**

September 2016 – December 2016