

# Patrick van den Bosch

## Gameplay Programmer



I am an ambitious, hard working **gameplay programmer** with a drive for excellence, good team building skills and fluent in several languages. Currently in my last year and looking for an internship in Game Programming from March to September 2022.

### CONTACT

- Lyon, France
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- www.patrickvandenbosch.com
- /Patrick van den Bosch

### WORK EXPERIENCE

- June 2021 **I.T. User Support Assistant**  
Solving PC issues and creating reservation system for hot desking.(Krohne SAS)
- August 2020 **Human Ressources Associate**  
Assisted in the digitalisation of confidential documents.(Krohne SAS)
- August 2019 **Quality Assurance**  
Creation and delivery of product certificates.(Krohne SAS)

### EDUCATION

- 2019-2022 **Bachelor Game Design**  
Bellecour Ecole
- 2019 **Baccalaureat Serie S**  
Speciality: Computer & Digital Science

### PROJECTS

- **Phase 86** 2021 - 2022  
Gameplay programming, Project Manager  
First Person Shooter made in Unreal Engine with main mechanic of moving through walls.
  - **Undergrind** 2020 - 2021  
Gameplay programming  
A rogue-like experience in a mobile package, made with Unity.
  - **Erebus** November 2020  
Technical Artist, 3D Artist  
Erebus is a story driven platformer made with Unity.
- Learn more about these projects and many more on my [Portfolio](#)

### TECHNICAL SKILLS



### LANGUAGES

English (Native)  
French (Bilingual)  
German (Elementary)  
Dutch (Elementary)

### REFERENT

Julien Eveillé Level Designer at Arkane Studios  
jeveille@arkane-studios.com

### HOBBIES

