



CONTACT

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SKILLS

- C#
- C++
- Unity 3D
- VR/AR
- UE4
- Photoshop

LANGUAGES

- Dutch: Native
- English: Very good
- French: Average

Gaël Vanhalst

Game and XR Developer

Videogames, a way to pass time or more?

Video games and its technology has an impact on all of us. It can just relax and entertain, but it can also create connections and help people cope. It can be used to teach, to inform and do more.

I have taken it as my mission to use my knowledge in video game technology to create a positive impact, through videogames and other applications.

EXPERIENCE

- VIRTUAL EXPERIENCE DEVELOPER** MOAR Studios | Kortrijk
February 2023 - January 2024
At MOAR studios I was in charge of creating AR/VR and other interactive applications that were used to visualize products for our customers.
- RESEARCH DEVELOPER PROGRAMMER** Howest: DAE Research | Kortrijk
March 2018 - December 2022
At DAE-Research I applied video game technology in other industries to help boost innovation. My main focus in DAE Research has been VR and AR.
- PROGRAMMER** Die Keure | Bruges
December 2016 - March 2018
In Die Keure I continued working on "Kweetet.be" to help finish it. During this period I mostly continued developing the main game and worked on bug fixing. Afterwards I also helped with the start of the project "Mol en Beer".
- INTERN PROGRAMMER** Die Keure | Bruges
February 2016 - June 2016
As an intern In Die Keure I worked on "Kweetet.be". On this project I worked on the game part of the platform where I did a variety of tasks from working on the main game, to making tools, minigames and also bug fixing.

EDUCATION

- DIGITAL ARTS & ENTERTAINMENT** Howest | Kortrijk
2012 - 2016
Game development trajectory.
- SCIENCE & MATH** Sint-Aloysiuscollege | Menen
2010 - 2012