

# Tristan Wauthier

Belgium

+32 478 57 23 74

Tristan.wauthier@hotmail.com

Portfolio: tristanwauthier.com

## Professional Summary

Motivated and curious programmer with a strong interest in game and tool programming, as well as the complexities of graphics programming and shader development. Graduated cum laude in June 2023 from Howest University's Game Development program. Equipped with formidable problem-solving skills, solid grounding in mathematics and science, and a readiness to embrace new challenges.

## Experience

Rhinox – Kortrijk (Belgium) - Internship

02/2023 – 06/2023

- Created hand-tracking framework.
- Created (rendering) optimizations tools.
- Researched, planned, and finished several XR-related projects.

## Education

Digital Arts & Entertainment – Game Development | College

09/2019 – 06/2023

Cum laude

Howest University of Applied Sciences

## Hard Skills

### Technical skills:

- Coding languages: C#, C++, HLSL
- Game Engines: Unity and Unreal Engine
- Art: 3ds max, Photoshop
- Source control: Git, GitHub, perforce

### Languages:

- Dutch: native speaker
- English: proficient
- French: average

## Soft Skills

Open minded, curious, flexible, professional, ambitious, problem solver, native leader, resilient

## Professional references

- Dylan Millian: [Dylan@rhinox.training](mailto:Dylan@rhinox.training) (internship supervisor at Rhinox)

## Volunteer experience

Leader | KSA Knokke De Tokke (Youth Movement)

08/2017 – 09/2022