



Benjamin De Cnuydt
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Benjamin De Cnuydt

Developer

About me A motivated entrepreneur graduated in computer science and currently studying game programming at GameDev Academy in Belgium. I'm currently looking for a job as a backend game developer.

Education

2020 - 2021, GameDev Academy (Mons)

Certification in game programming

2017 - 2020, UCLouvain (Louvain-La-Neuve)

Masters degree in Computer Science (Cum Laude)

2014-2017, HELHA (Mons)

Bachelors degree in IT Management (Magna Cum Laude)

Experience

2020 - Present, *Founder*, Bouftools (Reborn)

A community phone app for the videogame for the videogame Dofus allowing players to simulate loots and experiences from monsters.

2019 - Present, *Founder*, Big Deck

Développement d'une machine de tri de cartes à collectionner automatisé grâce à la classification d'images. Ce projet est suivi et coaché par La Maison de l'Entreprise (Mons).

2017 - 2019, *Tutor*, UCLouvain

Help and assist teacher in practical session (Python) for first year bachelor students in computer science and engineering. Preparation of lessons and participation in a PhD by testing methodologies used to teach programming to beginners.

2016 - 2018, *Founder*, Bouftools

A community website for the videogame Dofus gathering in game market prices. It allowed speculation for traders by following charts and flow of the market value.

Skills

Mastered

- Python
- Java
- Flask
- MySQL&PostgreSQL
- ColdFusion
- Unreal Engine 4
- API Rest
- Git
- Scrum

Self-educated

- Darknet/Yolo
- Lua
- Mechatronic
- PHP
- Django
- Kivy
- Ionic
- Scala
- Ruby

Languages

- French : Mother tongue
- English : Professional

Interests

Tabletop RPG, TCG, Video games, jogging, tinker, development & coding, theory crafting.