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Benjamin De Cnuydt

Gameplay Programmer

Work experience

June 2023 - Present, *Rules Engine Programmer, Cyanide Studio*

Implementation server side mechanics. Build, deployment of servers and implementation of messages for communication between client-server for the video game Blood Bowl III.

July 2021 - Present, *Game Programmer, Cyanide Studio*

Implementation of Gameplay, UI, controls, cameras and animations for the video game Blood Bowl III.

2016 - 2022, *Founder, Bouftools*

Non official website and mobile application for the video game Dofus, 60 000 users and 300 unique visitors.

January 2017 - May 2017, *Intern Web Programmer, Smoall*

Development of an external API service using Coldfusion.

Education

2020 - 2021 **GameAcademy (Belgium)**

Certification in game programming

- Development of Wushu Legacy during a five months team work
- One-year intensive apprenticeship in UE4, Houdini, video game design & production

2017 - 2020 **UCLouvain (Belgium)**

Masters degree in Computer Science

- AI development for video and board games
- Tutor in programmation at UCLouvain and programming courses for children at Technofutur TIC
- Entrepreneurship project with American students from North Carolina

2014 - 2017 **HELHa (Belgium)**

Bachelors degree in IT Management

- Participation to The International BusITWeek, hackathons about big data, with team of students from all over Europe

Skills

Scripting



Softwares



Frameworks



Languages



French
Native



English
Fluent

Interests

- Board games
- Speech
- Boxing and running
- Speedrun & AGDQ
- Theorycrafting
- Reverse engineering
- Hackathons & Gamejams
- Magic The Gathering