



Matthieu Dumortier

Game developer | Tech Artist

Social and passionate about online video games,
I aspire to specialize in gameplay programming



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Belgium, Brussels



www.artstation.com/tinytauren



<https://github.com/tinytaurenn>

WORK EXPERIENCE

Spellware Studios : Programmer

Implemented diverse game features
across multiple client projects, primarily utilizing C++

7 months

RTBF IXPE : Developer

Integration and implementation of an interactive map
for a caritative event

2 weeks

SKILLS



Unity Pipeline, C#, Shaders
5 years



Unreal 5 Pipeline, C++, Blueprints
2 years



Adobe suite basics
Premiere, photoshop, Illustrator



Adobe Substance Designer, Painter
Material creation and integration



Houdini
Procedural 3D, Destruction basics



Maya, Blender
3D modeling, Rigging, UV



Embergen
Game engine integration



Perforce, GitHub
Source control management

SOFT SKILLS

Understanding the needs and constraints between artistic
and technical aspects of game developement

Confident in giving feedback and suggesting practical improvement

Committed to staying up-to-date and continuously working
on various personal projects

EDUCATION

Computer Graphics Bachelor's Degree

2019-2024
HEAJ (Namur)

Secondary Education Degree

2017
Athenee Royal Paul Delvaux
Louvain-La-Neuve

FRENCH : Native

ENGLISH : B1