

MATTHIEU DELAERE

R&D GRAPHICS ENGINEER



Who I am

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 [@TheGoozah](https://twitter.com/TheGoozah)

Where I've worked

2020 - present **Howest - Digital Arts & Entertainment Research (BE)**
R&D Graphics Engineer

- Working on real-time ray tracing techniques for games using hardware acceleration API's (CUDA, DXR, etc.).
- Reporting to leads and managing budgets.

2015 - present **Howest - Digital Arts & Entertainment (BE)**
Game Development Lecturer

- Teaching:
 - Graphics Programming
 - Game Tech 1: Computer Architecture Theory
 - Gameplay/AI Programming
 - Game Prototyping in Unity
 - C++ and C# on both Beginner and Intermediate levels
- Coaching students during the Group Projects, their Graduation Work and their Internship.
- Representing DAE @ Conferences abroad (Unite Unite, Sweden Game Conference, Gamescon, Siggraph, etc.).
- Organizing and attending workshops and study trips (Seattle, Los Angeles, Tokyo).

2014 - 2015 **Howest - Digital Arts & Entertainment Research (BE)**
Research & Development Programmer

- Working on projects with leading Belgian companies: VRT, Studio 100 & Cartamundi Digital.
- Programming real-time applications in C++ and C#.
- Reporting to (external) partners and advising the technical staff.
- Writing proposals for funding.

2014 **DAE Studios (BE)**
General Programmer Intern

- Working on in-house IP with Unity.
- Working on projects for partners, using different hardware (Kinect, Leap Motion, etc.)
- Reporting to leads and clients.

What I've studied

2020 - present **Master of Science in Game Technology**
Breda University of Applied Sciences (NL)
- TBA -

2010 - 2014 **Bachelor in Digital Arts & Entertainment - Game Development**
Howest University of Applied Sciences (BE)
Graduated Cum Laude

2006 - 2010 **High School Degree in Design & Applied Arts**
Koninklijk Technisch Atheneum Brugge

Awards & Nominations

2020 **Grads in Games 2020 - Academic Award**
Nominated - *Winners need to be announced*