

Jan Werbrouck | Graphics Programmer

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Summary

I grew up in Belgium and learned programming as part of my studies at university, where I got my degree in Game Development.

Over the years as a programmer I have enjoyed getting experience profiling and optimising all parts of the engines I have worked with, managing and implementing features to improve cpu, gpu and memory usage, and graphical fidelity.

Relevant Skills

- **C++, C#, Lua, ...**
- **Unreal Engine** (both C++ & Blueprints, + the material editor)
- Console Experience: **Xbox One (GCN)** and **Xbox Series (RDNA2)**, **PS5**
- Modern Graphics APIs: **DirectX 12** and **Vulkan**
- GPU Profiling tools: **Pix**, **NSight** and **RenderDoc**, **Razor**
- Shading languages: **HLSL**, **GLSL**, **PSSL** and **UE4** materials.

AAA Game Development Experience

PROGRAMMER | SEPTEMBER 2021 - CURRENT | CLIMAX STUDIOS

Worked as a part of the graphics team of the **PC port** of the **PS5** exclusive **Returnal** for **Sony** in Unreal Engine. Fixing shader and material issues, profiling and optimising rendering and memory and loading issues, and fixing various gameplay bugs.

Worked as part of the optimisation team for **Age Of Empires IV** for **Microsoft**, profiling and optimising the games memory and cpu performance for **PC**, **Xbox One** and **Series** as well as fixing various bugs.

Currently working on an unannounced AAA **VR** title for **PS5** and **PSVR2**, on which I'm responsible for implementing the VR Rendering features the PS5 offers.

INTERNSHIP | FEBRUARI 2021 - JUNE 2021 | CLIMAX STUDIOS

Joined the team working on the **PC Port** of the **PS5** game **Returnal** at the start of the project.

Other Experience

STUDENT JOB | I-SOLV-IT

Working on Windows applications, **SQL**, **C#** and **WPF**.

Education

DIGITAL ARTS AND ENTERTAINMENT | 2018 - 2021 | HOWEST - KORTRIJK

- Professional Bachelor in Game Development

Languages

- **Dutch** Native
- **English** Fluent (C2)