

Game developer Junior



Anaïs Van Den Houtaer

'Quote: "*Don't fear perfection, you'll never achieve it*" Salvadore Dali

Mail nanavdh@hotmail.com - CV [Anais Vdh Cv fr.pdf](#)

- **PROFILE**: A young junior game developer constantly developing oneself, with an artistic soul who wants to learn more about 3D
- **My cup of ☕**: Draw&Paint, Analog&Digital photography, Lino&Woodcut engraving, Tatoon&Illustration
- **STRENGTHS**:
 - ✓ **Hardskills**: Artistic skills, Infographics, Photography, Blender modelling, Unity integration
 - ✓ **Softskills**: Team spirit, curious, invested & applied
- **BEST GAMES EVER**:
Gris, Life is strange, Portal, Unravel, Cuphead, The binding of Isaac
- **IDEAL INTERNSHIP**: In a small / medium team who will teach me more about 3D, preferably in Unity with (or without) VR. While I'm not very comfortable with coding, but I have always been passionate about everything that relates to the visual.
- **PORTFOLIO**: <https://katanaiis13.itch.io/>