

# Curriculum Vitae

Steven Delrue

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## *Personal*

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Date of Birth	24 December 1979 (29 years)
Nationality	Belgian
Marital status	Not married
Driver's license	B

## *Studies*

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1997 - 2003	Master in Computer Science (UGent) Thesis: Implementation of a Photoshop plug-in to resample images.
1991 - 1997	High school : Greek – Math (St-Jozefsinstituut, Torhout)

## *Work Experience*

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May 2008 - ...	Freelance Flash & Flex developer. This includes other related technologies, such as Adobe AIR, Flash Lite, Flash Remoting, PixelBender, Facebook integration, Papervision etc...  Recent projects: <ul style="list-style-type: none"><li>• Frontend Development in Flex of EduRad. This is the e-Learning environment for the Radiology students of the UGent.</li><li>• Flex development of a microscope simulation for the ITG (Institute of Tropical Medicine in Antwerp)</li><li>• Interactive version of the painting <i>'The Gods of the Olympus'</i> at the Wolsack in Antwerp</li><li>• OXO Flash game on chaudfontaine.com</li><li>• Flash Development of an experience site for Coca Cola</li><li>• Mobile Flash Games (puzzle game, mahjong)</li></ul>
May 2006 – ...	<i>vzw Playing the Past</i> Playing the Past is a non-profit organization which uses modern state of the art game-technology to visualize Cultural Heritage. I am the technical director of this organization.

August 2007 – April 2008      *These Days (Antwerp)*  
Flash & Flex Developer at These Days on various projects (sites, flash games, banners...) for Nokia, Pioneer, Neckermann, Mobistar, TeleAtlas

October 2003 – June 2007      *Guerrilla Games (Sony Computer Entertainment Europe, Amsterdam).*  
I worked as a game developer on award-winning games such as Killzone, Killzone Liberation & Killzone 2 for the Playstation 2/3 and Playstation Portable. I was a member of the level design team and worked as a scripter with the latest AI and 3D-technology on various PlayStation platforms.

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### *Technical knowledge*

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- Advanced knowledge of Flash (AS2, AS3 & Lite)
- Advanced knowledge of Flex and AIR
- Experience with Papervision 3D, Pure MVC, OOP
- Experience with AMFPHP en Fluorine
- Good knowledge of HTML, CSS, XML, PHP, MySQL,
- Good knowledge of Maya, PhotoShop & After Effects

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### *Articles*

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February 2005      Publication of 2 articles about Half-Life 2 game design in PC Gameplay.

March 2001      Publication of 5 articles about Quake 3 game design in PC Gameplay.

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### *Other interests and activities*

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- PR (2002,2000) and Vice President (2001) of WINA, student union at UGent.
- Head of the organization of the job fair at the Science Faculty at UGent in 2003
- Animator and Teacher of courses (Word, Excel, HTML, Flash) on summer camps for 'Top Vakantie'
- Photography

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### *Languages*

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- Dutch: mother language
- English: fluent
- French: basic