



JUSTIN VANWICHELEN

IT - AI - Game Dev - Technical Artist

📞 +32 496/30.93.53
📍 Wavre, Belgium
✉ justinvanwichelen@gmail.com
🌐 justinvanwichelen.be

With a background as a **Technical Artist** and a **Master's degree in Computer Science** with a specialization in **Artificial Intelligence**, I focus on **gameplay programming** and the development of **interactive systems**. My strong **creative instincts**, combined with solid technical expertise, enable me to craft immersive, dynamic, and intelligent experiences. I'm particularly passionate about **integrating Large Language Models (LLMs)** into games to make interactions more natural, unpredictable, and engaging.

Resume



Education

- **Master's in computer science** UCLouvain 2022 - 2025
Bridge program and master's in computer science at UCLouvain.
↳ **"Large Language Models as RPG Game Masters"** Master Thesis
3rd 2025 IEEE/ICTEAM Best Master's Thesis Award 🏆
- **Degree's in Technical Art** Haute Ecole Albert Jacquard 2019 - 2022
Bachelor's degree in technical art. Final year thesis on Unreal Engine.
- **Bachelor 1 in Computer Science** UCLouvain 2018 - 2019
One year in a bachelor's program in computer science at UCLouvain.



Experience

- **IT tutor** at UCLouvain Sep - Dec 2024
IT tutor for around forty students in the first year of a bachelor's degree in IT.
- **Internship at Appeal Studios** Internship Tech Art Feb - May 2022
Four-month internship as a technical artist working on the production of Outcast 2.
- **La Sucrierie** Jobber + Application Programming 2019 - 2025
Jobiste in contact with visitors in a theater. • **Positive attitude** • **Teamwork** •
Programming the bar management application. • **Initiative** • **Resourcefulness** • **Versatility** •
- **Fluxology** Jobiste people flow management and customer contact. 2018 - 2025
Job specialist in people flow management for major events. • **Calm under pressure** •



Software

- C/C#/C++ • Unreal • Blender • Photoshop • Git / Perforce
- Python/Java • Unity • Maya • Premiere Pro • Substance painter



Languages



French: Native



English: Fluent



More

- Driver's license (B), with a car
- Can work on-site or remotely
- I was a scout animator for 7 years, so I know how to organise, supervise and resolve conflicts... between 12 tired children, in the rain, with just one roll of toilet paper.