



# Wendy "Shadowsun" BROECKX

SENIOR GAME DEVELOPER  
TOOL DEVELOPER  
TECHNICAL ARTIST

## CONTACT

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## MAIN SKILLS

UNITY GAME-DEV



UNITY TOOL-DEV



UNITY TECH-ART



ARTICY:DRAFT3



WEB DEVELOPMENT



## WORK EXPERIENCE

### Founder & Technical Director @ Maratus

November 2019 - April 2022

Analyst, Unity Development, Tool Development, Tech-Art & R&D  
Articy:Draft3 integration and scripting  
Company management, Treasury, Analytics and Steamworks pipeline.

### Unity & Tech-Art Teacher @ Technocité

October 2019

Teaching the basics of Unity and Tech-Art to 12 trainees with an art profile

### Freelance Technical Artist @ Maratus

June 2019 - November 2019

VFX and Shaders for the project **ARISEN**

### Developer & Technician @ Fishing Cactus

July 2019 - August 2019

Holographic display hardware and software made for showcase at Gamescom 2019 (Indie Arena Booth) for **Nanotale**

### Freelance Unity Game Developer @ Drag ON Slide

November 2018 - December 2018

VR Puzzle-Reflexion Game Prototyping

### Game Developer @ NDA (Non-Disclosure Agreement)

May 2017 - July 2017

Tool Development & Unity Game Development

### Co-Founder & Technical Director @ Onanagro Studio

November 2016 - October 2019

Entertainment Experimentations

### Unity Developer @ Hellion Cat Studio

November 2016 - March 2017

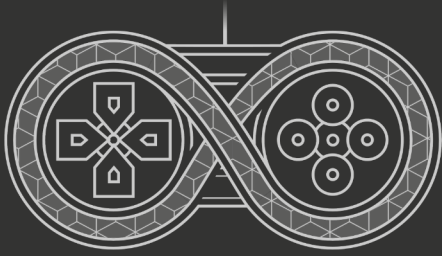
Project Manager & Lead Gamedev on **Kintaro**, Webdev on **TOP MEMO**, Tool Development, Game Design on Boardgame prototypes

## RELEASED GAMES & PROJECTS

- **ARISEN - Chronicles of Var'Nagal** Fully Released on Steam - April 2022  
Early access on Steam - September 2021
- **ARISEN: Prologue** Released on Steam - July 2020
- **Nanotale on Holocade** Made for Fishing Cactus and presented at Gamescom 2019

## AWARDS

- \*\* MOST ANTICIPATED RELEASE NOMINEE at BGA21 with **ARISEN**\*\*
- \*\* FUNDED ON KICKSTARTER raised over 39k\$ during **ARISEN** campaign in 2020 \*\*
- \*\* SECOND AUDIENCE PRIZE at Kiss Your Teacher gamejam 2018 with **Tail Me** \*\*
- \*\* SECOND AUDIENCE PRIZE at Kiss Your Teacher gamejam 2017 with **RE-PLAY** \*\*



# Wendy "Shadowsun" BROECKX

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TOOL DEVELOPER  
TECHNICAL ARTIST

## CODING SKILLS

C#



HTML/CSS



PHP



LUA



AMPLIFY SHADER EDITOR



HLSL / GLSL



## SOCIAL



@wenshadowsun



@wenshadowsun



Wendy Broeckx

## LANGUAGES

### FRENCH

MOTHER LANGUAGE

### ENGLISH

SECOND LANGUAGE

Professional level with IT and videogame vocabulary

## EDUCATION

### Game Design @ Technocité Mons

April 2018 - October 2018

### AR/VR Workshop @ Technocité Mons

September 2017 - October 2017

### Transmedia & Gaming @ Technocité Mons

March 2016 - September 2016

### Front-end Web Developer @ Technocité Hornu

October 2015 - December 2015

### Video Game Specialization @ ESIAJ/HEAJ Namur

September 2014 - June 2015

### Business Computing @ HELHa Mons

September 2011 - June 2014

## BOOTH EXPERIENCE

### GAMESCOM 2019 - INDIE ARENA BOOTH @KOLN

Holographic display showcase of *Nanotale* for *Fishing Cactus*

### MADE IN ASIA 2019 @BRUSSELS

Holographic display showcase of *BUMP* for *Onanagro Studio*

### MADE IN ASIA 2017 @BRUSSELS

public showcase of *Kintaro* for *Hellion Cat Studio*

## FACTS

- I HIGHLY VALUE COMMUNICATION, SENSITIVITY AND INCLUSIVITY
- I FOLLOW A LOT OF GAME/TECH INFLUENCERS AND EVANGELISTS
- I PLAY BOARDGAMES REGULARLY
- I LIKE TO READ
- I LOVE TO ACQUIRE NEW KNOWLEDGES