Nathan Everaert

Experience

2025 – Today
Guest teacher Unity at LUCA school of arts

Lecturer in Unity (postgraduate program), teaching students how to leverage the full capabilities of the engine for game and interactive media development.

2025 – Today
Play It – Lead E-learning Content Developer

2023 – 2025
Play It – E-learning Content Developer

All-round game development role, overseeing the full iterative process from initial concept to final product.

Education

2018 - 2022
**Digital arts & Entertainment
Game Graphics Production**
Hogeschool West-Vlaanderen

Skills

- Programming (C#, Python)
- 3D Design (3DS Max, Maya, Blender)
- Game Design (Unity, Unreal)
- Photoshop, InDesign, Illustrator

- **English** – Fluent
- **Dutch** – Fluent
- **French** – Basic

Contact

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