

Ewout Van Gasse, Senior Unity Developer

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<https://airstryx.github.io/>

Profile

Unity Developer with extensive experience in multiplayer VR projects and keen interest in cheat detection and file-integrity systems, who loves working in a collaborative environment.

Skills

- C#, C++
- Unity, Unreal Blueprinting
- Git, Perforce
- Mirror Networking, Photon PUN, Photon Fusion, Photon Fusion 2
- HTML, CSS

Employment History

Sept 2024 - present

Senior Unity Developer - Triangle Factory

- Developer on Forefront taking more responsibility.
- Working autonomously on bigger features.
- Lead development on key features in our games.

Jul 2019 - Aug 2024

Unity Developer - Triangle Factory

- Developer on Forefront, Breachers and multiple B2B projects from: The Park Playground, Sport Vlaanderen, TransfrVR, De Panne
- Work on unity XR projects, both VR (PCVR, mobile VR, PSVR2) and mobile app development with AR features.
- Work on optimized code and networking (p2p and server-client)
- Scripting of pre designed sequences, both in games and training simulations

Feb 2019 - Jun 2019

Unity Developer Internship - Triangle Factory

- Prototype Hyperdash from the ground up
- Learn how to effectively work within a team
- Optimize UI and Network code

Education

Sept 2016 - jun 2019

Howest, Kortrijk

Bachelor Digital Arts and Entertainment: Game Development

Languages

Dutch: Native Speaker
English: Fluent
French: A1