

Ewout Van Gasse, Senior Unity Developer

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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.

Employment History

Sept 2024 - present

Senior Unity Developer - Triangle Factory

Forefront Production:

- Working on a Unity Engine VR game aimed at mobile VR headsets, with support for PCVR,
- Optimized networking done with Photon Fusion 2 (Server-Client networking)
- Working on general gameplay implementations.
- Leading development on anything weapons related. Managing shooting, handling, unique reloads of all weapons in the game through 1 generalized system. Supporting multiple attachments with a 1 button setup for ease of use and quick setup for new weapons.
- Implementation of Easy-Anticheat.

Jul 2019 - Aug 2024

Unity Developer - Triangle Factory

Breachers Production:

- Working on a unity Engine VR game aimed at mobile VR headsets, with support for PCVR, PSVR2
- Optimized networking done with Photon Fusion (Server-Client networking)
- Worked extensively on the PSVR2 port
- Worked on the In-App purchases, both the platform specific implementations and UI.
- Implementing multiple designed mechanics into the game and applying feedback on this.
- worked on custom in-game cheat / file tampering detection.
- Create in-engine tools to enhance artist workflows and automate some of the in-engine processes.

B2B Location Based VR Games:

- working on multiple Unity Engine VR games aimed at mobile headsets for VR arcades.
- Optimized networking done with Mirror
- Creating curated VR experiences from start to finish

Forefront Prototype:

- Working on a Unity Engine VR game aimed at mobile VR headsets.
- Optimized networking done with Photon Fusion 2 (Server-Client networking)
- Implementing, testing and iterating on gameplay ideas.
- worked on a system that closely mimics the ECS system of Unity to optimize and control the update loop.

B2B VR training simulations:

- Singleplayer, training simulators for people working in the industrial sector.
- Unity Engine VR application aimed at exclusively mobile VR headsets.
- Working on a system that allows for easy scripting of simulations to play through.
- Scripting these simulations based on a pre-written script and applying feedback on this.

Feb 2019 - Jun 2019

Unity Developer Internship - Triangle Factory

Hyperdash prototype:

- working on a Unity Engine VR game aimed at primarily mobile VR headsets, with support for PCVR.
- Optimized networking done with Photon PUN (peer to peer networking).
- Working on both gameplay feature implementation and UI.
- Applying feedback and reiterating on gameplay concepts.

Education

Sept 2016 - jun 2019

Howest, Kortrijk

Bachelor Digital Arts and Entertainment: Game Development

Languages

Dutch: Native Speaker

English: Fluent

French: A1