

# Ewout Van Gasse, Senior Unity Developer

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

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| <b>Profile</b> | 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. |
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| <b>Skills</b> | <ul style="list-style-type: none"><li>• C#, C++</li><li>• Unity, Unreal Blueprinting</li><li>• Git, Perforce</li><li>• Mirror Networking, Photon PUN, Photon Fusion, Photon Fusion 2</li><li>• HTML, CSS</li></ul> |
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## Employment History

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| Sept 2024 - present | <b>Senior Unity Developer - Triangle Factory</b> |
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- Developer on Forefront taking more responsibility.
- Working autonomously on bigger features.
- Lead development on key features in our games.

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| Jul 2019 - Aug 2024 | <b>Unity Developer - Triangle Factory</b> |
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- 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

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| Feb 2019 - Jun 2019 | <b>Unity Developer Internship - Triangle Factory</b> |
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- Prototype Hyperdash from the ground up
- Learn how to effectively work within a team
- Optimize UI and Network code

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## Education

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| Sept 2016 - jun 2019 | <b>Howest, Kortrijk</b><br>Bachelor Digital Arts and Entertainment: Game Development |
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## Languages

Dutch: Native Speaker  
English: Fluent  
French: A1