

Alexander Ameye

Engineering Student

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LANGUAGES

Dutch | Native
English | Fluent
French | Intermediate

CODE

Java,
C#
Python
SQL

TOOLS

Unity3D
Blender
Android Studio
GIMP
Eagle
Matlab
Spyder
MS Office

EDUCATION

KU Leuven University

Leuven | Sept 2017 - June 2020 (expected)

B.Eng., Engineering Technology

B.Eng., Electronics and ICT

Relevant Coursework: Object-Oriented Programming and Databases, Software Development, Electronic Circuits, Electronic Design, Electromagnetism

Jan-Van-Ruusbroeckcollege

Brussels, Sept 2010 - June 2016

Latin-Mathematics

EXTRACURRICULAR

Ameye / Founder and Lead Developer

Own Company | Jan 2015 - Present

Designed, created and published multiple editor extensions for the Unity3D game engine.

Leveraged Knowledge: Unity3D, C# Programming, Git, Shader Programming, UI/UX Design, GIMP, Level Design, Project Management, Customer Support, Social Media Skills

KU Leuven Buddy Project / Buddy

KU Leuven Project | Sept 2018 - Present

As a buddy I am responsible for making international students feel more at home at the KU Leuven University.

PROJECTS

Workmate / Lead Developer

Personal Project | Jan 2019 - Present

Designed and created an employee companion application. Allows employees to enter reward programs, monitor work performance and vote on company-related issues.

Leveraged Knowledge: Java Programming, PHP Programming, Android Studio, Adobe XD, MySQL

Team Polaris / Team Member and Developer

Research Project | Oct 2018 - Present

Designed and created an autonomous vessel that uses spatial awareness to move itself on a waterway.

Leveraged Knowledge: C Programming, Arduino, Circuit Design

Minesweeper / Lead Developer

Personal Project | March 2019

Created an MVC based implementation of the game Minesweeper. Implemented a graphical interface using JavaFX.

Leveraged Knowledge: Java Programming, MVC Design Pattern, JavaFX, GitLab