Alexander Ameye
Engineering Student

alexanderameye.github.io
@alexanderameye

alexander.ameye@student.kuleuven.be

LANGUAGES

Dutch | Native
English | Fluent
French | Intermediate

TOOLS

Unity3D
Blender
Android Studio
Adobe Illustrator
MS Office

CODE

Java
C, C#
Python
SQL
HLSL

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

Sungkyunkwan University
Seoul, South Korea | Sept 2019 – Dec 2019
Student Exchange
College of Software
Relevant Coursework: Computer Networks, Introduction to Computer Architectures, Operating Systems

Jan-van-Ruusbroeckollege
Brussels , Sept 2010 – June 2016
Latin-Mathematics

EXTRACURRICULAR

Alexander Ameye / *Developer and Content Creator*
Freelance | Jan 2015 – Present
Designed, created and published multiple editor extensions and shaders for the Unity3D game engine.
Leveraged Knowledge: Unity3D, C#, Git, Shader Programming, UI/UX Design, GIMP, Adobe Illustrator, Project Management, Customer Support, Social Media Marketing

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
Tasked with designing and creating an autonomous vessel that uses spatial awareness to move itself on a waterway.
Leveraged Knowledge: C Programming, Arduino, Circuit Design