

Alexander Ameye

Engineering Student



alexanderameye.github.io

@alexanderameye

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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-Ruusbroeckcollege

Brussels, Sept 2010 – June 2016

Latin-Mathematics

EXTRACURRICULAR

Alexander Ameye / Developer

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