

# ELOY DE CORT

## GAME DEVELOPER



## LANGUAGES

English   Dutch   French  
Proficient   Native   Conversational

## SKILLS

Programming  
C++, C#, JS, HTML, CSS

Game Engines  
Unreal Engine 4, Unity

Audio Programming  
FMOD, Wwise

Audio Production  
PreSonus Studio One, FL Studio

3D Graphics  
Autodesk 3ds Max

2D Graphics  
Adobe Photoshop

Video Editing  
Adobe Premiere, Adobe After Effects

## REFERENCES

**Matthieu Delaere**  
Game Development Lecturer  
matthieu.delaere@howest.be

**Timo Nys**  
Climax Studios Game Programmer  
timonys1998@gmail.com

**Max Chen**  
miHoYo Community Manager  
shenyc@uw.edu

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## EDUCATION

### BACHELOR DEGREE IN GAME DEVELOPMENT

2018 - present | Digital Arts And Entertainment

### HIGH SCHOOL DEGREE IN MULTIMEDIA

2014-2018 | Stedelijk Lyceum Cadix

### 3RD GRADE CERTIFICATE IN DRUMS, PERCUSSION & MUSIC THEORY

2007-2018 | Academy of Merksem

## PROJECTS

### 2020   **DEADBEAT - Group Project (UE4)** General Programmer

- Utilizing C++ to near full extend and avoiding blueprints. Resulting in better understanding of the capabilities of C++ in UE4.
- Implementation of basic character mechanics seen in party games. This includes basic movement and usage of pick-up abilities.
- Using Beats Per Minute to fuel the movement and animations of actors and lights, synchronizing attack patterns to the background music.
- Programming and utilization of grid generation which can track occupied slots, actor overlaps and perform actions such as wave-based spawning.
- Working in a team with 3 artists and 1 other programmer, amplifying skill in team work, management and working in a shared codebase.

### 2020   **Kribby Afterblast - Solo Project (Custom DX11 Engine)** Gameplay, Graphics Programmer

- Usage of an unfamiliar, in-house engine and adapting to the workflow of it. Adapting and extending of existing code.
- Using the FMOD Core API for music, sound effect implementation and getting to know basic 3D sound and spatialization capabilities.
- Creating shaders including a material toon shader and a multitude of post processing shaders such as color grading in HLSL.
- Analyzing and conceptualizing existing game mechanics then reproducing them in a different code environment.

### 2020   **Eggers - Solo Project (UE4)** General Programmer & Conceptualizer

- Experiencing the fluent workflow between C++ classes and blueprints and how to utilize their potential.
- Working with the Twitch API and making IRC connections to receive chat messages and being able to parse them for further usage.
- Creating interactive interfaces with UMG, scrollboxes, resizeability, ...
- Resolving interaction of a player base that can only interact in a chat-based system and dealing with the large quantity (500+ -) of players by utilizing simple physics and limited interaction.

## EXPERIENCE

### 2020   **miHoYo NOva Desktop** Present   Recognized Content Creator

- Collaboration with company staff and affiliates
- Creating a variety of fan related promotional content

### 2018   **Delhaize** 2019   Grocery Store Student Job

- Customer Service
- Team Work & Communication
- Basics of store ethics