ELOY DE CORT
GAME DEVELOPER

LANGUAGES

English — Proficient
Dutch — Native
French — Conversational

SKILLS

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

Game Engines
Unreal Engine 4, Unity

Audio Programming
FMOD, Wwise

Audio Production (my productions)
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 Present **miHoYo N0va Desktop**
Recognized Content Creator

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

2018 2019 **Delhaize**
Grocery Store Student Job

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