Elias Hernes

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Nationality: Norwegian

Residence: Belgium

Profile

I am a very passionate and motivated Game Programmer. My main goal is to grow and become a proficient Tools Programmer to create faster and more comfortable development environments.

My main strengths are identifying a problem and working hard to solve it. I enjoy working in a team as it is the best way to learn and expand knowledge.

Currently, I am looking for an end-of-study internship from 10th February 2020 until 12th June 2020.

Coding Languages

C++ (Main)
C# (Unity)

Basic

Ruby
HTML
CSS
HLSL
JSON
Lua

Has Used

Perforce AP
Discord API
XInput API
FMOD API
XAudio2 API
PhysX API
SDL2 API
Box2D
DirectX 11
Dear ImGui

Game Engines

Unity
UE4

Software

Visual Studio
Perforce
GitHub
3DS Max
Photoshop
Illustrator
After Effects
Premiere
Audition

Spoken Languages

Norwegian[N]
Dutch[B]
English[P]
Swedish[Ba]
Danish[Ba]
French[Ba]
[N]ative
[B]iligual
[P]rofessional
[Ba]sic

Education

Howest – Digital Arts & Entertainment – Bachelor Game Development
2015-2020

Viso Mariakerke – Multimedia Techniques
2011-2015

Experience (More info and works at kuuyo.me)

Punch – Group Game Project
2019

- Unity with C#
- 3D top-down party couch game (2-4 players)
- Planning and working in a team (3 programmers, 2 artists)
- Perforce source control
- Applying coding standards
- Developing in scrum (Brainstorm & Prototype, Develop, Polish)
- Weekly supervisor meetings
- Tool Development to support the team (e.g. PDW)
- Setting up code hierarchy, architecture, and systems
- Implementing gameplay elements
- Playtesting and fixing bugs
- Presented at an event at DAE – Howest (Game Pitch Café)

PerforceDiscordWebhook (PDW) – Tool (bot)
2019

- Ruby, C#, C++
- Perforce API & Discord API
- Compiling for and supporting multiple systems (Windows, Ubuntu)
- Deploying and managing an application on a server (Heroku)
- Setting up a pipeline (Visual Studio -> GitHub -> Heroku)
- Improving project workflow and safety by linking communication and source control

Colosseum – Pokémon Battle Sandbox
2019

- C++, OverLord Engine (DX11, PhysX, FMOD)
- Analyze, define and create parts of existing game as practice
- Providing a data-driven approach (NPC, moves and Pokémon loaded into game through JSON)