

<div><div>Elias Hernes</div><div>+32 499 60 90 76</div><div>elias.hernes@gmail.com</div><div>linkedin.com/in/eliashernes/</div><div>http://kuuyo.me/</div><div>Nationality: Norwegian</div><div>Residence: Belgium</div></div>		<div><div>Profile</div><div>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.</div><div>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.</div><div>Currently, I am looking for an end-of-study internship from 10<sup>th</sup> February 2020 until 12<sup>th</sup> June 2020.</div></div>
<div><div>Coding Languages</div><div>C++ (Main)</div><div>C# (Unity)</div><div>Basic</div><div>Ruby</div><div>HTML</div><div>CSS</div><div>HLSL</div><div>JSON</div><div>Lua</div><div>Has Used</div><div>Perforce AP</div><div>Discord API</div><div>XInput API</div><div>FMOD API</div><div>XAudio2 API</div><div>PhysX API</div><div>SDL2 API</div><div>Box2D</div><div>DirectX 11</div><div>Dear ImGui</div></div>	<div><div>Game Engines</div><div>Unity</div><div>UE4</div><div>Software</div><div>Visual Studio</div><div>Perforce</div><div>GitHub</div><div>3DS Max</div><div>Photoshop</div><div>Illustrator</div><div>After Effects</div><div>Premiere</div><div>Audition</div><div>Spoken Languages</div><div>Norwegian[N]</div><div>Dutch[B]</div><div>English[P]</div><div>[N]ative</div><div>[B]ilingual</div><div>[P]rofessional</div></div>	<div><div>Experience (More info and works at kuuyo.me)</div><div>Punch – Group Game Project</div><div>2019</div><div><ul style="list-style-type: none"><li>Unity with C#</li><li>3D top-down party couch game (2-4 players)</li><li>Planning and working in a team (3 programmers, 2 artists)</li><li>Perforce source control</li><li>Applying coding standards</li><li>Developing in phases (Brainstorm &amp; Prototype, Develop, Polish)</li><li>Weekly supervisor meetings</li><li>Tool Development to support the team</li><li>Setting up code hierarchy, architecture, and systems</li><li>Implementing gameplay elements</li><li>Playtesting and fixing bugs</li><li>Presented at an event at DAE – Howest (Game Pitch Café)</li></ul></div><div>PerforceDiscordWebhook – Tool (bot)</div><div>2019</div><div><ul style="list-style-type: none"><li>Ruby, C#, C++</li><li>Perforce API &amp; Discord API</li><li>Compiling for and supporting multiple systems (Windows, Ubuntu)</li><li>Deploying and managing an application on a server (Heroku)</li><li>Setting up a pipeline (Visual Studio -&gt; GitHub -&gt; Heroku)</li><li>Improving project workflow and safety by linking communication and source control</li></ul></div><div>Colosseum – Pokémon Battle Sandbox</div><div>2019</div><div><ul style="list-style-type: none"><li>C++, OverLord Engine (DX11, PhysX, FMOD)</li><li>Analyze, define and create parts of existing game as practice</li><li>Providing a data-driven approach (NPC, moves and Pokémon loaded into game through JSON)</li></ul></div></div>
<div><div>Education</div><div>Howest – Digital Arts &amp; Entertainment – Bachelor Game Development</div><div>2015-2020</div><div>Viso Mariakerke – Multimedia Techniques</div><div>2011-2015</div></div>		