Maxim Robeyst

Engine/Graphics Programmer

Contact

- E-mail: maxim.robeyst@gmail.com
- Portfolio: https://maximrobeyst.github.io/

Work Experience

AlterEyes
Developer (June 2023 – Present)
Internship (February 2023 – June 2023)
As a developer at AlterEyes, I shipped my first commercial game Big Shots. Big Shots is a Multiplayer, Cross platform (Steam, Quest, Pico, PSVR) VR Shooter. For Big Shots I worked on:

- Creating modular and maintainable code to support all the necessary cross platform integration
- Optimizing for Android devices
- Implementing networking features
- Automating systems (such as light bakes)
- Designing and integrating Gameplay systems (such as weapons and upgrades)

University of Ghent Archive
Internship (March 2020)
As an IT developer at the University of Ghent, I worked with Elixir and the Phoenix framework to create a tool for student organizations to upload documents to the university archives' database.

Education

Game Development at DAE Howest
2020 – 2023 (graduated cum laude)
During my Game Development studies, I laid a strong foundation of C++ and 3D mathematics skills and how they are used in various aspects of game development.

IT at Campus Impuls Oostakker
2014 - 2020 (graduated cum laude)
Throughout my IT studies, I developed a solid foundation in problem-solving, .NET programming using C#, and PC hardware.

Skills

All of these skills are backed by experiences or projects on my portfolio, if no projects can be found they're most likely done under NDA or not yet completed

- Graphics experience with DirectX, CUDA, OpenGL, and Vulkan
- Strong understanding of 3D Mathematics
- Engine design and architecture
- Programming languages: C++ and C#
- Profiling and optimizations for both the GPU and CPU
- Game physics and collision detection
- Networking
- VR development for PC and standalone VR