

# Maxim Robeyst

Engine/Graphics Programmer

## Contact

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- 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

Throughout my IT studies, I developed a solid foundation in problem-solving, .NET programming using C#, and PC hardware.

- 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