

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 worded on:

- Creating modular and maintainable code to support all the necessary cross platform integration
- optimizing for Android devices
- Networking features
- Automating systems (like light bakes)
- Designing and integrating Gameplay systems (like 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 have laid a strong foundation of C++ and 3D mathematics skills and how they are used in all different 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
- Code languages: C++ and C#
- Profiling and optimisations for both the GPU and CPU
- Game Physics and collision detection
- Networking
- VR development for PC and standalone VR