MAXIM ROBEYST

PROGRAMMER

CONTACT

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LANGUAGES

English	Good
Dutch	Native language

EDUCATION

3rd grade TSO Campus Impuls Oostakker
2014 - 2020
focused on basics of .NET programming with c#

Game Development DAE Howest
2020 – 2023
Course is focused on C++ skills and teaches graphics/AI and Engine programming.

WORK EXPERIENCE

Internship University Gent archive
24 march 2020 – 13 August 2019
During this internship i learned programming with Elixir with the Phoenix web framework.

Student job at Carrefour
24 July 2020 – 28 August 2019
Cashier job

Internship at AlterEyes
13 February 2023 – 19 june 2023
Intership as Unity programmer

Programmer at AlterEyes
29 june 2023 – present
Full time programmer at AlterEyes working on Big Shots a commercially released game on Steam, Quest and Playstation

SKILLS

- Extensive experience in C++ and DirectX
- Very strong 3D math skills
- Networking used to release a CO-OP game
- Expertise in 3D engine design and architecture
- Good understanding of artificial intelligence and game AI
- Solid experience in game physics and collision detection
- Ability to work in a fast-paced environment and meet deadlines