

Maxim Robeyst

programmer

Contact

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Work Experience

Programmer At AlterEyes

9 june 2023 – present

Full time programmer at AlterEyes shipping my first commercial game Big Shots which released on Steam, Quest and Playstation VR

Internship At AlterEyes

13 February 2023 – 9 june 2023

During this internship I worked on Big Shots. learning networking, XR development and platform development such as Playstation and Quest

Internship University Gent archive

24 March 2020 – 29 March 2020

During this internship I learned programming with Elixir with the Phoenix web framework.

Education

Game Development DAE Howest

2020 – 2023

Course is focused on C++ skills and teaches graphics/AI and Engine programming. it also teaches you to work with unity and unreal. graduated cum laude

3rd grade TSO Campus Impuls Oostakker

2014 - 2020

focused on basics of .NET programming with c#, and pc hardware. graduated cum laude

Skills

- Extensive experience in C++ and DirectX -Very strong 3D math skills
- Networking used to release a CO-OP Game
- XR development for PC and standalone VR
- 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