

# Maxim Robeyst

programmer

## Contact

- Phone: 0471 21 65 70
- E-mail: [maxim.robeyst@gmail.com](mailto:maxim.robeyst@gmail.com)
- Portfolio: <https://maximrobeyst.github.io/>
- LinkedIn: <https://www.linkedin.com/in/maxim-robeyst-208b83235/>

## 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.

Student job at Carrefour

*24 July 2021 – 28 August 2021*

Cashier job

## 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.

3<sup>rd</sup> grade TSO Campus Impuls Oostakker

*2014 - 2020*

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

## 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