

SKILLS

Primary

- C++
- C#
- Unreal Engine Blueprinting

Secondary

- HTML
- CSS
- Javascript

VERSION CONTROLS

- Github
- Perforce

GAME ENGINES

- Unity
- Unreal Engine

PROFILE

- Nationality:
- Drivers license:
- E-mail:
- Telephone:
- Languages:
- Portfolio:
- LinkedIn:
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RAMSES EVERAERT GAME DEVELOPER

LOCHRISTI, EAST FLANDERS, BELGIUM

EDUCATION

AUDIO VISUAL DESIGN - ARTEVELDE HOGESCHOOL (2018-2021)

- 1. Film and Montage
- 2. Visual Story Telling

DAE - GAME DEVELOPMENT - HOWEST (2021 - PRESENT)

- 1. Gameplay Programming
- 2. Engine Programming
- 3. Graphics Programming

GAME PROJECTS

1. The flintstones Sega (clone) in C++

This project allowed me to apply my knowledge to a practical context. With a basic framework, I had to finish the engine and use it to recreate this game, made for Sega Genesis, in C++.

- challenges: parallax scrolling, ledge grabbing, complex 2D animations, and more realistic physics
- IDE: Visual Studio 2019
- Engine: custom framework from school

2. Interactive Puzzle Game (Unreal Engine 5, C++)

As group project we were assigned to create a 3D puzzle-based recovery game using Leap Motion technology and Leia 3D technology for HITLab and Barco.

- My role: Gameplay and game mechanics:
- IDE: Visual Studio 2020
- Engine: Unreal Engine 5

2. Zombie Al Behavior System (c++, Custom Framework)

 Developed AI behaviors for a zombie-themed game, showcasing decisionmaking and pathfinding.

WORKING EXPERIENCE

1. Video Production Intern at Mediaren (Feb 2021 - Jun 2021)

Produced and edited video content using Adobe Premiere Pro and After Effects. Designed visuals and graphics using Photoshop and Illustrator

- 2. Server at Colmar Restaurants (Aug 2019 Jan 2020)
- 3. Canteen Staff at WVG Beervelde (Jul 2018 Aug 2018)
- 3. Order Picker at Bleckmann (Jul 2017)

INTERESTS

- 1. Storytelling in games, films, and animation
- 2. Watching movies and playing video games
- 3. Playing piano
- 4. Calisthenics
- 5. Badminton