

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 - HEDEN)

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

GAME PROJECTS

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

This project was an experiment to apply everything I have learned at school into real-life experience. 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. Pixel Prison Breakout (Group Project) in c#

Pixel Prison Breakdown is a 2D top-down, two players co-op multiplayer, Wave Survival Shooter game where you and your teammate are wrongfully imprisoned by sadistic guards.

- **My role:** Wave spawn mechanics, Enemy behavior, Player follow algorithms
- **IDE:** Visual Studio 2020
- **Engine:** Unity

AI PROGRAMMING

1. Flocking

Using (combined) steering behaviors for spatial partitioning:

- Seek / flee
- Pursuit / Evade
- Wandering

2. Pathfinding

A star pathfinding and Flow Field

- heuristic costs
- Shortest path
- Obstacles

GRAPHICS PROGRAMMING

1. Custom Raytracing and Rasterizer
2. DirectX
3. Vulkan

SKILLS

Primary

- C++
- C#
- Unreal Engine Blueprinting

Secondary

- HTML
- CSS
- Javascript

VERSION CONTROLS

- Github
- Perforce

GAME ENGINES

- Unity
- Unreal Engine

PROFILE

- **Gender:** male
- **Nationality:** Belgium
- **Drivers license:** Available
- **E-mail:** ramses.e@hotmail.be
- **Telephone:** 0496/66.47.69
- **Languages:** Dutch (Fluent), English (Intermediate)
- **Portfolio:** <https://www.ramseseveraert.com>
- **LinkedIn:** <https://www.linkedin.com/in/ramses-everaert>