

Simon Schaep

Game Developer/Programmer

I've been creating games since I was 12. Starting with Scratch, and evolving into using Unity and Unreal Engine. I'm a quick learner who's good at problem solving and has experience making games of several different genres

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simonschaep.github.io



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github.com/SimonSchaep



EDUCATION

Bachelor Digital Arts & Entertainment - Game Development

Howest Kortrijk, Belgium

09/2021 - Present

IT & Networking

Sint-Jozefscollege Torhout, Belgium

09/2019 - 06/2021

Sciences

Sint-Jozefscollege Torhout, Belgium

09/2017 - 06/2019

STEM Sciences

Middenschool St Rembert Torhout, Belgium

09/2015 - 06/2017

EXPERIENCE

Internship IT

Library Torhout, Belgium

01/02/2021 - 12/02/2021

Tasks

- Observing the network infrastructure
- Creating a manual for users of the website
- Configuring Ipads for use in the library

Game Jam Howest 2023

I made a game together with 7 other people in two days. Find the game here: [SoggyStory](#)

BCode

I made several games with friends under the name BCode. These two are our most successful ones:

[Platformer](#)

[Spaceship Survival](#)

Strong Skills

Gameplay Programming

Game Design

Game Prototyping

Unity

Unreal Engine

C++

C#

Other Skills

Java

Python

HTML

CSS

Photoshop

Autodesk Maya

PowerShell

Personal Projects

I made games of many different genres before and during my education, as well as in my free time. I've worked with Unity, Unreal Engine and C++ to make them.

Find the most interesting ones on my portfolio site here:

<https://simonschaep.github.io>

Organizations

Member of Coderdojo Belgium (03/2015 - 02/2020)

Here, I learned to use Scratch and AppInventor at a young age.

Certificates

Rookie Awards 2023 | Rookie of the Year - Finalist

<https://www.therookies.co/entries/24509>

Languages

Dutch

Native Proficiency

English

Full Professional Proficiency

Interests

Gaming

Programming

Game Design

Favourite Games

Dota 2

Total War: Warhammer

Planetside 2

Ark: Survival Evolved

Deep Rock Galactic