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 like problem solving which led me to enjoying programming the most during the creation of a game.

# EDUCATION

## Bachelor Digital Arts & Entertainment - Game Development

Howest Kortrijk, Belgium

*09/2021 - Present*

# SKILLS

Gameplay Programming

[simon.schaep@gmail. com](mailto:simon.schaep@gmail.com)

Torhout, Belgium  [simonschaep.github.io](https://simonschaep.github.io/)  [linkedin.com/in/simon-schaep-277001253](https://www.linkedin.com/in/simon-schaep-277001253/) 

[github.com/SimonSchaep](https://github.com/SimonSchaep)

Game Design

C++

Unreal Engine

Unity

CSS

HTML

## IT & Networking

Game Prototyping

C#

Java Basics

Python Basics

PowerShell Basics

Photoshop

Autodesk Maya

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

## Intern 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

# 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)

*Organization where 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*](https://www.therookies.co/entries/24509)

# LANGUAGES

people in two days. Find the game

here:

[SoggyStory](https://sinasoddlyspace.itch.io/soggy-story)

Dutch

*Native Proﬁciency*

English

*Full Professional Proﬁciency*

## BCode

I made several games with friends under the name BCode.  
These two are our most successful ones:  
[Platformer](https://play.google.com/store/apps/details?id=com.Bcode.Platformer&hl=en&gl=US)  
[Spaceship Survival](https://play.google.com/store/apps/details?id=com.Bcode.Spaceshipsurvival&hl=en&gl=US)

# INTERESTS

Gaming

Programming

Game Design

# FAVOURITE GAMES

Ark: Survival Evolved

Total War: Warhammer

Dota 2

Planetside 2

Deep Rock Galactic