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 makes me enjoy programming the most during the creation of a game.

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

## 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)

[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)

# Strong Skills

Game Design

Gameplay Programming

Unity

Unreal Engine

Game Prototyping

C#

C++

# Other Skills

Java

PowerShell

Autodesk Maya

Photoshop

HTML

CSS

Python

# 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 English

*Native Proﬁciency Full Professional Proﬁciency*

# Interests

Game Design

Programming

Gaming

# Favourite Games

Planetside 2

Total War: Warhammer

Dota 2

Ark: Survival Evolved

Deep Rock Galactic