

TOBIE DEVRIES

GAMEPLAY PROGRAMMER - TOOL DEVELOPER

CONTACT

Wangestraat 11
Belgium, 3400 Landen

Tobiedevries.com
Tobiedevries@gmail.com

+32 472 97 23 93

SKILLS

C#

WPF - XAML - MVVM - Unity

C++

Direct X 11 - OpenGL

Unreal Engine 4

Blueprint Scripting

3D Modeling

High & Low Poly - Rigging

SOFTWARE

Unreal Engine 4

Unity 3D

Visual Studio

3DS Max - Blender

Photoshop

Git- Tortoise Hg

LANGUAGES

Dutch: Native

English: Fluent

French: Basic

PROFILE

I'm a C# and C++ developer with an interest in Game development and Tool development for games. I have experience working in Unity and Unreal Engine 4. I enjoy implementing game mechanics and systems but am also interested in developing frameworks.

Currently I'm looking for a starter position in a game company to further increase my knowledge.

EXPERIENCE

Cartamundi Digital - Software Developer

Internship

February 2016 - June 2016

During the 5 month internship I worked on multiple projects. Most of the projects were Proof-of-Concept applications made in Unity using Virtual Reality or Augmented Reality. I also researched the achievability of letter recognition with Unity on mobile devices.

Space Explorer - Gameplay Programmer

Game Project

February 2015 - June 2015

Solo project I created in Unreal Engine 4 to learn how to use the various tools available. I created editor scripts, to speed up my workflow Gameplay systems like leveling, and combat, multiple gameplay elements (spreading fire, user interface,...). All done using blueprints.

Bot Battle Brawlers- Gameplay Programmer

Game Project

September 2014 - Januari 2015

School project created in a group consisting of 2 artists and 3 programmers in Unity using the Kinect. I did the prototype Kinect programming and later moved on to work on gameplay and general issues.

Glide - Gameplay Programmer

Game Project

February 2014 - June 2014

School project created in a group consisting of 2 artists and 3 programmers in monogame (C#/XNA). I was responsible for creating a framework the group could use aswell as implementing gameplay elements and the generating of the level.

EDUCATION

2012 - 2016	Bachelor in Digital Arts and Entertainment Major: Game Development Graduation Work: Procedural Town Generation in Unity	Howest Kortrijk
2008 - 2012	Accountancy - Computer Science	Koninklijk Atheneum Tienen