

# TOBIE DEVRIES

GAMEPLAY PROGRAMMER - TOOL DEVELOPER

## CONTACT

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## 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 - January 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

### Bachelor in Digital Arts and Entertainment

*Howest Kortrijk*

*September 2012 - June 2016*

Game Development trajectory. Achieved with grade of satisfactory.

2008 - 2012    Accountancy - Computer Science

Koninklijk Atheneum Tienen