Ruben Vandermeersch · Game Developer · Kortemark, Belgium · **"ruben.vandermeersch@telenet.be"** · +320 492 605 187

Ruben Vandermeersch | Resume

❱ Portfolio: **http://www.rubenvandermeersch.eu/portfolio**

❱ Occupation: Game Programmer at Climax Studios

❱ Skills: Unity C#, C++, C#, C, Unreal Engine, SQL

❱ Interests: Gameplay programming, Tools programming, MMORPGs, RPGs, Card games, RTS

❱ Activities: Drawing, Running, Magic The Gathering, Video games

❱❱❱ Summary

I am a game developer with a passion for role-playing games. I always seek to challenge my skills and creativity. I have about 3 years of professional experience with one shipped game on multiple platforms. In 2019 I achieved a bachelor's degree in Game Development at Digital Arts and Entertainment in Kortrijk, Belgium.

❱❱❱ Experience

10/2021 - Present	**Game Programmer**	Climax Studios

- ❱ Worked closely with design, art and tech art teams on features
- ❱ Reviewed team code to ensure code quality
- ❱ Use of Perforce version control

02/2019 - 10/2021	**Unity C# Developer**	Fishing Cactus SA

- ❱ Adapted to the studio's established code base and code style.
- ❱ Provided and maintained tools for the project and studio common code.
- ❱ Took responsibility of many core game systems, extending and adapting these to the team's demands.
- ❱ Ensured performance and stability on the PC platform.
- ❱ Cooperated with designers, artists, managers and other programmers to ensure good code design and deliver reliable time estimates.
- ❱ Usage of Git-workflow.
- ❱ Tutored a coding intern in preparation for the games industry.

06/2018 - 07/2018	**Embedded C Developer (Summer job)**	Aperigroup

- ❱ Adapted an existing framework to allow hardware testing without disrupting the functionality of the device
- ❱ Provided the team with a graphical application that provides test sequences to validate if the produced device is fully functioning.

❱❱❱ Education

2016 - 2019	**Bachelor's Degree, Game Development**	Digital Arts and Entertainment

- ❱ Thesis: Writing an editor for the engine produced during the courses of Graphics Programming.
- ❱ Group projects: A game to aid children with DCD. Another project was an endless runner party game with power-ups and game-changing camera rotations.
- ❱ Applied Maths and Physics: Game focused maths covering subjects such as Quaternions, matrices, vectors and trigonometry.