

# Maxim Robeyst

programmer

## Contact

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## Work Experience

Internship University Gent archive

*24 March 2020 – 29 March 2020*

During this internship i learned programming with Elixir with the Phoenix web framework.

Student job at Carrefour

*24 July 2021 – 28 August 2021*

Cashier job

## Education

3<sup>rd</sup> grade TSO Campus Impuls Oostakker

*2014 - 2020*

focused on basics of .NET programming with c#, and pc hardware

Game Development DAE Howest

*2020 – present*

Course is focused on C++ skills and teaches graphics/AI and Engine programming. it also teaches you to work with unity and unreal.

## Skills

- Extensive experience in C++ and DirectX -Very strong 3D math skills
- Expertise in 3D engine design and architecture
- Good understanding of artificial intelligence and game AI
- Solid experience in game physics and collision detection
- Ability to work in a fast-paced environment and meet deadlines