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'm a quick learner who's good at problem solving and has experience making games of several different genres.

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simonschaep.github.io

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github.com/SimonSchaep

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

BCode
I made several games with friends under the name BCode. These two are our most successful ones:
Platformer
Spaceship Survival

Strong Skills

`Gameplay Programming` `Game Design`
`Game Prototyping` `Unity` `Unreal Engine`
`C++` `C#`

Other Skills

`Java` `Python` `HTML` `CSS`
`Photoshop` `Autodesk Maya` `PowerShell`

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
Native Proficiency

English
Full Professional Proficiency

Interests

`Gaming` `Programming` `Game Design`

Favourite Games

`Dota 2` `Total War: Warhammer` `Planetside 2`
`Ark: Survival Evolved` `Deep Rock Galactic`