

# TOM RYCKEBOER

## GAMEPLAY PROGRAMMER / LEVEL DESIGNER

Tom Ryckeboer

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Belgium

Born December 20th, 1996, in Wilrijk, Belgium

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## EDUCATION

### Sint Gummarus College

2008 - 2011: Latin  
2011 - 2015: Human Sciences

◆ Secondary Education, Lier, Belgium | 2008 - 2015

### Digital Arts and Entertainment (DAE)

Game Development Major

◆ Higher education, Howest, Kortrijk, Belgium | 2015 - 2018

## CERTIFICATIONS

### EF Standardized English Test

◆ Proficient | 75/100 (C2)

### Introduction to Game Design

◆ California Institute of Arts on Coursera | 95.3%

### Story and Narrative Development for Video Games

◆ California Institute of Arts on Coursera | 94.8%

### World Design for Video Games

◆ California Institute of Arts on Coursera | 100%

### Character Design for Video games

◆ California Institute of Arts on Coursera | 93.8%

### Learning How to Learn

◆ University of California on Coursera | 92.3%

## WORK EXPERIENCE

### Indie Game Development

◆ Solo Project: Heim | 2018

## SKILLS

*Aa*  
Languages

Dutch (native)  
English  
French  
German



Programming

C++  
C#  
Javascript  
SQL  
Game Maker Language



Computer skills

Microsoft Office  
Visual Studio  
Photoshop  
Audacity  
FL Studio  
3Ds Max  
Blender  
Unity Engine  
Unreal Engine  
Game Maker Studio



## EXTRA-CURRICULAR ACTIVITIES

- 2002 – 2016: Scouting De Hellevelders  
10 years member  
3 years scouting leader
- 2010 – 2013: Garagetheater (youth theatre)
- 2014-2015 & 2016-2017: "Woord" (drama and stage acting)  
at SAMWD Lier
- Writing (short) fantasy/sci-fi stories since childhood,  
interested in world building
- Music:  
Adept guitar player  
Amateur piano player  
Several years' experience composing game soundtracks  
for both personal and group game projects  
Large collection of instruments and audio equipment