



GAMEPLAY PROGRAMMER / DESIGNER

TOM RYCKEBOER

COQUILHATSTRAAT 49
2000 ANTWERPEN
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 - 2021

Gameplay Scriptor - Larian Studios

◆ Junior Gameplay Scriptor | 2022 - 2023
Intermediate Gameplay Scriptor | 2023 - Ongoing

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: Garageteater (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