Dave Ruptash

Gameplay & Tool Programmer

Profile

I'am a student from Canada studying at Breda University of Applied Sciences in the Netherlands. I'am proficient in C++ and I enjoy working on various projects.

I also enjoy playing games as much as I like creating them, and I look forward to creating new worlds as a profession.

Education

Bachelor, Breda University of Applied Sciences, Breda

September 2016 – Present

- C++ Game programming.

- Solving problems related to game systems.

- Engine Development and use.

- Creating Games in a simulated environment.

High School, Three Rivers Academy, Three Rivers

July 2012

Experiences

DaInvincible - Year 2 project

June 2019 – July 2019

Breda

Second year project which we got to present in Atlanta, Georgia at the Dreamhack event. I was one of the representatives to travel and showcase our game. Find out more

Captain Starshot - Year 3 Project

September 2018 – Present

Breda

A 2.5D Roguelike developed with unreal, for which I created a tool to help designers create procedural environment and created gameplay systems. Find out more

Details

Tramsingel 63 C 39, Breda, 4814AC, Netherlands, 649816387

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Links

LinkedIn

Github

Portfolio

Skills

C++

Unreal Engine

Perforce

Unity

JIRA

Hobbies

Travelling, Cooking, Reading, Working on side projects and Participating in Gamejams.

Languages

French

English