

CONTACT INFO



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Skills

- Inquisitive
- Problem solving
- Social
- Reliable
- Team-player
- Adaptable
- C++
- OpenGL | DirectX12
- UE4 & UE5 | Custom Engine
- Perforce | SVN | GitHub
- Jira

Languages

Dutch



English



Usama Evers

Graphics|Gameplay Programmer

About Me

I am passionate about enjoying and developing games. Experienced with graphics and gameplay programming in custom engines and UE4.

I derive fulfillment from producing concrete outcomes, excel in proactive engagement, and prioritize a positive team environment.

I'm an innovative problem solver with the ability to think creatively and deliver the intended outcomes.

EXPERIENCE

Age Of Wonders 4

Gameplay Programmer - internship
Sep 2022 - Jun 2023

Worked on Age Of Wonders 4 as well as the first 2 DLCs. Worked in the custom engine integrating tooltips for tool descriptions and improved user usability.

Enhanced the Diplomacy system by refining its mechanics. Optimized memory consumption. Resolved bugs. Resolved both design challenges within the game and coding-related issues.

Dune Strider

Gameplay & Graphics Programmer
Sep 2020 - Jul 2021

Unreal Engine 4 student project where I was responsible of the AI behavior and implementation and served as an intermediary between disciplines. I simulated volumetric effects and post processing shaders: toon shading, outline shading and cel shading.

Cabinet Of Curiosities

Graphics Programmer
Sep 2020 - Jul 2021

I was a Graphics Programmer for a year-long student project, working collaboratively in a multidisciplinary team. My role involved designing and implementing the graphics pipeline, managing rendering tasks, and ensuring effective communication across disciplines. This led to a cohesive and impactful project outcome.

EDUCATION

Breda university of Applied Sciences (Formerly known as NHTV)

HBO bachelor Creative Media and Game Technologies
(Formerly known as IGAD)

Sep 2019 - July 2023