



Resumé Ravi Bechoe

Systems Developer

Relevant Work Experience

Quantaris - .NET Developer

November 2024 – present

Updating and maintaining notary software.

Inktvlek B.V. - Founder / CFO / Software Developer

September 2024 – present

Developing and producing Eternal Wanderer since 2022.

RaafOritme - Founder / Software Developer

November 2016 – present

Creating and shipping: RTX Sweeper, Audio Infection, Asset Packs, Discord Bots.

Enchanted Works - Intern Software Developer

February 2023 – July 2023

Optimizing codebase, and creating inhouse tools (custom level loaders, baked 3D pathfinding, coordinate based NPC for shaders) with Unity for Nomori.

Van Brug Software - Freelance Full Stack PHP Developer

January 2018 – April 2019

Updating and maintaining Dataplaza's REST-API systems and databases.

Dirict - Full Stack PHP Developer

October 2016 – December 2017

Creating new API systems for web cloud SaaS notary software Notaris Dossier.

Movares - Internship C# Software Developer

February 2015 – January 2016

Creating: prototypes, VR/AR train simulation software, and crowd simulators.

Relevant Knowledge

Software	Unity 3D	12 years
Software	Visual Studio	8 years
Software	GitHub	8 years
Language	C#	12 years
Language	PHP	3 years
Language	MySQL	3 years
Language	JavaScript	5 years
Other	Management	8 years

Shipped Titles

Smart NPCs (2023-2024) – Unity Asset Store, Unity

RTX Sweeper (2020-2023) – Steam, Unity

Sludgy Ball (2018-2019) – Playstore, Android only, Unity

Audio Infection (2016-2019) – Steam, VR supported, Unity

Contact

✉ rbechoe@outlook.com

☎ +316 153 45 338

🌐 www.ravibechoe.codes

🔗 <https://github.com/rbechoe>

🌐 www.linkedin.com/in/ravibechoe

Education

Hogeschool v.d. Kunsten Utrecht

Bachelor Game Development

(Double Honours)

20/08/2020 – 20/06/2024

Grafisch Lyceum Utrecht

MBO IV Game Development

13/09/2011 – 20/07/2016

Competencies

Strategic planning

Self-sufficient

Communicative

Team leadership

Project management

Attention to detail

Patient

Helpful

Interests

In my spare time I enjoy watching movies or shows with a good story.

The same thing applies to games that I play or create. I also enjoy world building, especially in the epic D&D sessions that I host.

Traveling and discovering new cultures is something that I enjoy a lot, it gives me a lot inspiration.