

Resumé Ravi Bechoe

Contact

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Education

Institution Hogeschool voor de Kunsten Utrecht
Education Creative Media Technologies (Game Developer)
Period 20/08/2020 – 20/06/2024
Status Ongoing

Institution Grafisch Lyceum Utrecht
Education MBO IV Game Development
Period 13/09/2011 – 20/07/2016
Status Finished

Institution ROC MN
Education MBO IV Architecture
Period 08/09/2010 – 08/06/2011
Status Dropped

Institution Rientjes Mavo
Education Lower Vocational Education
Period 12/09/2006 – 15/09/2009
Status Finished

Competencies

Independent
Self-sufficient
Communicative
Focussed
Perceptive
Patient
Helpful

Relevant Knowledge (work related)

(5 = highest; industry level expert and can do anything with the right time and budget)

Software	Unity 3D	✓ ✓ ✓ ✓ ✓
Software	Visual Studio	✓ ✓ ✓
Software	Adobe Photoshop	✓ ✓ ✓ ✓
Software	Adobe After Effects	✓ ✓ ✓
Software	Adobe Premiere	✓ ✓ ✓ ✓
Software	Navicat	✓ ✓
Software	PhpStorm	✓ ✓ ✓
Language	C#	✓ ✓ ✓ ✓ ✓
Language	C/C++	✓ ✓
Language	Java	✓ ✓
Language	PHP	✓ ✓
Language	MySQL	✓ ✓ ✓
Language	JavaScript	✓ ✓ ✓ ✓

Work Experience

Employer HKU
Function Vice President of the Education Committee
Period 10/09/2022 – present

As the vice president I have gotten the same responsibilities as before with on top of it that I am in charge of the meetings and planning them with the secretary whenever the president is unable to do so. I am also responsible for logging the major tasks that we take part in and complete in order to get a solid backlog.

Employer HKU
Function Member of the Education Committee
Period 18/10/2021 – 10/09/2022

As a member of the education committee it is my responsibility to observe the current situation in order to ensure high education quality by giving advice to the other organs within the education. We try to make sure that the teachers and students are not overwhelmed by the workload and responsibilities. My personal goal is to up the overall quality of both the students and education, while decreasing the stress levels for teachers and students. As a class representative I found a couple of flaws based on patterns that I observed. I needed a position like this though in order to be able to do something for both students and teachers.

Employer HKU
Function Student Assistant
Period 07/09/2021 – present

As a SA (or TA; Teacher's Assistant) I have the responsibility to grade homework and assignments. I also take a teaching role during classes in order to guide the first years. Whenever they get stuck, have questions or want a challenge I am the person they approach. I also give extra classes to those who are in need of it and I also have brainstorm sessions with people that are stuck on projects in order to figure out their bottlenecks or to up the quality of their project and sometimes in order to just get started. I was given this job by recommendation of teachers based on my performance in the first year.

Employer HKU
Function Class Representative
Period 01/10/2020 – 01/07/2021

As a class representative I am responsible for making sure that students don't go unnoticed when their physical / mental health is declining. I also make sure that the teachers are fully aware about how their classes are received. Class D was my responsibility, however due to my social nature I quickly became the trustworthy student to which people from all classes came for a chat, advice, or anything else.

Employer D&F – SoLow Leidsche Rijn
Function All-around employee
Period 27/08/2019 – 26/06/2020

With my mindset, creativity and cognitive perception I was able to improve the workflow and revenue. This was due to highlighting methods (based on thorough research) that would improve efficiency significantly as well as free marketing strategies in order to boost sales. Due to my background in development and debugging I was able to deliver quick, crafty and powerful solutions to difficult situations. This also included redesigning the way products were shown and the way they were presented in order to boost sales.

Employer RaafOritme
Function CEO
Period 03/11/2016 – present

As CEO of a start-up I take care of almost all roles when it comes to game development, management, accountancy and customer support. Other than that I work as a developer and supervisor on all projects. The main development focus here lies in the PC and VR. More info about my company can be found at <https://raaforitme.com>

Employer Van Brug Software
Function Freelance Developer
Period 19/01/2018 – 26/04/2019

As a freelance php-developer I take care of any issues that arise at cloud software. This includes taking care of the database. The main objective here is technical support for customers. This sometimes include adding new content.

Employer Dirict
Function Full stack Developer
Period October 2016 – December 2017

Maintaining and updating cloud notary software with new features that automates and eases the work-flow of an average notary. This included (and isn't limited to) working with and writing various API's for exports, managing complex database structures and ensuring safety of user data. Parties that I worked with include and are not limited to banks, government and various other agencies.

Employer Movares
Function Internship Software Developer
Period February 2015 – January 2016

Taking on various projects where simulation of something is the main objective and realizing them with the given amount of time. This include (and isn't limited to) simulations for educational purposes, simulations for traffic in order to know which places would cause problems and where not before realizing the project in real and tools that can be used internal to save some time or to run some simple tests.

Employer Bhakti-Holland Nederland
Function Co-manager (volunteer)
Period June 2014 – August 2016

Being a co-manager I was usually occupied with sales, supervising and ensuring that the environment was in top-notch condition for visitors and others that worked with me (all volunteers as well).

Employer ACN Europe
Function Representative
Period March 2013 – June 2014

My main responsibilities as a representative was working as a salesman for various products from partners such as multinationals as Vodafone, KPN etc. I was also active as recruiter for new hidden talents.

Employer Plus Giel Smits
Function Merchandiser
Period June 2011 – July 2012

Restocking shelves, helping customers, sorting and doing quality checks on products were my responsibilities in order to ensure the best customer service possible.

Employer HdeG
Function Paper Round
Period June 2007 – February 2009

Delivering newspapers and commercial flyers twice a week.

Interests and spare time

In my spare time I spend most time behind my monitor. Writing new algorithms or maybe just playing that brand new released game. I love playing games as much as I love creating them. With this as my passion countless hours on the computer are spend. The most captivating thing for me is a good story, good as in whole and complete. A good story isn't necessarily a happy story. Seeing stories like these is what motivates and inspires me as a game developer to deliver something that can also leave either a lasting impression or an experience that is simply just complete and enjoyable.

Building computers is also something that I enjoy. I've build my own system and for plenty of friends I've made theirs as well. It is like Lego, but for adults! A great deal of fun and satisfaction when you power it up without any booting errors. With this also comes repairing various systems from friends.

Traveling is also one of my great passions along with learning and discovering new things. I try to visit a new country whenever I go abroad. Learning new things is always amazing, but what attracts me the most is the diversity in different cultures and cuisines.

The remaining time I have left is spend in enjoying some laid back shows with great stories. I find it simply astonishing how great some stories can be or how mind blowing certain plots become. Due to this I enjoy a great variety of shows ranging from epic Marvel movies to the currently trending anime. I am not much of a books person but if the story is great I will finish it like binging a new Netflix show.

Lastly I have discovered throughout the years that AI (artificial intelligence) has gotten a massive boost in terms of capability and general usage. Compared to the past it almost feels like as if reality is ahead of fiction, crazy isn't it? I want to improve the general standards for AI in games. Ideally I want to write an algorithm that is capable of evolving without being supervised. This is very controversial as it could easily lead to the likes of Skynet, but it could also open up a lot of new possibilities that we can't even fathom with today's standards. Maybe someday fiction will be again ahead of reality. Perhaps I will be the person to introduce crazy new things to the market of games and entertainment.