



# Resumé Ravi Bechoe

## Game AI Engineer

### Relevant Knowledge

<b>Software</b>	Unity 3D	12 years
<b>Software</b>	Visual Studio	8 years
<b>Software</b>	GitHub	8 years
<b>Software</b>	Navicat	4 years
<b>Language</b>	C#	12 years
<b>Language</b>	C/C++	1 year
<b>Language</b>	PHP	2 years
<b>Language</b>	MySQL	2 years
<b>Language</b>	JavaScript	4 years

### Relevant Work Experience

#### RaafOritme - CEO / Software Developer

03/11/2016 – present

As an independent developer I focus on my passion and goals.

#### Enchanted Works - Intern Software Developer

06/02/2023 – 01/07/2023

As an intern I primarily focus on writing complex and performant code.

#### Van Brug Software - Freelance Full Stack PHP Developer

January 2018 – April 2019

I did customer care and database management (including updates).

#### Dirict - Full Stack PHP Developer

October 2016 – December 2017

I focussed on improving Notary Software by creating / improving modules.

#### Movares - Internship C# Software Developer

February 2015 – January 2016

I created prototype and educative software for various industries.

#### HKU - President of the Education Committee

10/09/2022 – 26/07/2024

#### HKU - Member of the Education Committee

18/10/2021 – 10/09/2022

#### HKU – Teacher's Assistant

07/09/2021 – 06/02/2023

#### HKU - Class Representative

01/10/2020 – 01/07/2021

#### Bhakti-Holland Nederland - Co-manager (volunteer)

June 2014 – August 2016

### Contact

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### Education

Hogeschool v.d. Kunsten Utrecht

Bachelor Game Development

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. Building computers is also a passion that I have. It's like Lego, but for adults and a bit more expensive. Traveling and discovering new cultures is something that I enjoy a lot, it gives me a lot inspiration. Creating games and AI in games are two things that I frequently do in my spare time as well.