



PROFILE

I'm an indie game developer that dabbles mainly in AI and backend systems for games. I also dabble in c# frameworks like blazor and MVC for personal projects. I like learning new technologies and how to practically apply them in real life. I would like to become a software engineer, creating big complex programs that make life easy.

I would also like to enter the maker space, creating things with 3D printing and robotics.

CONTACT

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0762127346

WEBSITE:
<https://demi147.github.io/MyTechnicaICv/>

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HOBBIES

Athletics
Indie Game Dev
Robotics
Currently trying to get into the maker space (3D printing and things)

CAREL HAASBROEK

Student

EDUCATION

HS Hennenman
2012 - 2014

HTS Sasolburg
2014 - 2016

NWU vaal
2017 - Present
BSC IT degree
Currently doing HONORS in IT and computer science

WORK EXPERIENCE

None

SKILLS

Primary skills

- Unity and C#
Ive made a lot of prototype games in unity.
ive made webb apps in C# using Blazor and MVC as frameworks.
Ive also made an android app in xamarin.
- Python
Used Tensorflow for a few small AI porjects.

Secondary skills

- HTML
- JavaScript (ive made my cv Website in REACT)
- CSS
- Dapper (C# back end tool)
- Blender