



ABOUT ME

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.

One day I would like to add robotics to my hobbies, just like I'm making games now.

CONTACT

WEBSITE:
[My Technical CV](#)

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HOBBIES

Athletics
Indie Game Dev

CAREL HAASBROEK

Student

EDUCATION

HTS Sasolburg
2014 - 2016

NWU Vaal
2017 - Present
BSC IT

WORK EXPERIENCE

None

SKILLS

