

Contact

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Lichtervelde, Belgium

Education

Bachelor Game
Development

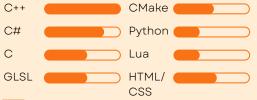
Digital Arts and Entertainment -HoWest University

2021-Present

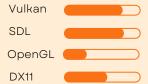
Kortrijk, Belgium

Skills

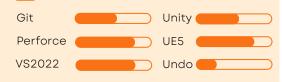
Programming



耐 API's



Software



MICHIEL DEWACHTERE

Game Programmer

Aspiring software developer pursuing a degree in Game Development at Digital Arts and Entertainment - HoWest in Belgium. Passionate about programming with a strong foundation in various programming languages and development tools. Eager to apply my technical skills in a professional environment and contribute to innovative software projects. Seeking internship or entry-level opportunities to grow as a software developer and build robust, efficient, scalable applications.

Experience/Projects

Learn more about these and other projects on my website <u>michieldewachtere.github.io</u>.

Real Engine - Engine/Gameplay Programming

DAE - HoWest University Feb 2024 - June 2024

Small 2D game engine and game in modern C++ using SDL, implemented various game programming patterns.

- Implemented various patterns such as state, component, observer, ...
- C++20 was used with respect to the core guidelines.
- An almost exact replica of the arcade classic Pengo.
- Shared base library RealCore, and 2D library Real2D.
- Real Minecraft Engine/Graphics Programming

 DAE HoWest University

 Feb 2024 June 2024

Rendering aspect of the game Minecraft, extended RealEngine to 3D using Vulkan and GLSL.

- Extended RealEngine to 3D, a Vulkan abstraction made from scratch.
- Built using CMake.
- Implemented transparency, animated textures, dynamic meshes, ...
- Shared base library RealCore, and 3D library Real3D.
- Corporate Chaos Gameplay Programming

 DAE HoWest University

 Feb 2023 June 2023

A small couch co-op PVP game made in 12 weeks together with one other programmer and three artists, using Unity.

- Iterated on various camera systems and player movement during the development process.
- Learned the full development pipeline of an indie game.
- Devlogs can be read on itch.io.
- Controller input supported.

Language

Dutch English French