



# 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.

## Contact

- +32/487 57 04 10
- michiel.dewachtere@gmail.com
- michieldewachtere.github.io
- Lichtervelde, Belgium

## Education

### Bachelor Game Development

Digital Arts and Entertainment -  
HoWest University

2021-Present

Kortrijk, Belgium

## Skills

### Programming

- C++ CMake
- C# Python
- C Lua
- HTML CSS

### API's

- Vulkan
- SDL
- OpenGL
- DX11

### Software

- Git Unity
- Perforce UE
- MSVC

## Experience/Projects

Learn more about these and other projects on my website  
[michieldewachtere.github.io](https://michieldewachtere.github.io).

### 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 2D library - Real2D.

### 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 angles and player movement during the development process.
- Learned the full development pipeline of an indie game.
- Devlogs can be read on [itch.io](https://itch.io).
- Controller input supported.

## Language

- Dutch
- English
- French