# 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

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- Lichtervelde, Belgium

## Education

**Bachelor Game Development**

Digital Arts and Entertainment - HoWest University

2021-Present

Kortrijk, Belgium

## Skills

### {} Programming

| | | | |
|---|---|---|---|
| C++ | ████████ | CMake | ████ |
| C# | █████ | Python | ███ |
| C | ████ | Lua | ███ |
| GLSL | █████ | HTML/CSS | ███ |

### API's

| | |
|---|---|
| Vulkan | ██████ |
| SDL | ██████ |
| OpenGL | █████ |
| DX11 | █████ |

### Software

| | | | |
|---|---|---|---|
| Git | ██████ | Unity | ███████ |
| Perforce | █████ | UE5 | ██████ |
| VS2022 | ██████ | Undo | ███ |

## Experience/Projects

Learn more about these and other projects on my website 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 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 |
|---|---|---|
| ████████ | ██████ | ████ |