

Rik Fabri

Programmer



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<https://rikfabri.github.io/> (portfolio)

Summary

I'm in my last year of the bachelor Digital Arts and Entertainment (DAE), looking for an end-of-study internship. I try to be a jack of all trades and I'm always interested in the inner workings of things. It would be great to combine this and develop tools or work on improving pipelines.

Experience



International Intern

Source Tech

Mar 2019 - Apr 2019 (3 weeks)

- 3D printing
- Android on custom hardware
- Preparing and installing multiple OS's
- A variety of smaller tasks



Tool development

AIM Productions

Feb 2019 - Mar 2019 (2 weeks)

- Implemented google cloud integration
- Jira data parsing
- Software development in C# WPF
- UI development

Education



Howest University of Applied Sciences

Bachelor's degree, Digital arts & Entertainment - Game development

2019 – Current



Sint Ursula Institute Lier

High School diploma, IT management

2017 – 2019



Heilig Hart van Maria Berlaar

Modern sciences

2013-2017

Skills

- | | | |
|------------------------------|----------------------|--------------------------|
| - C++ | - HTML, CSS, JS, PHP | - Databases |
| - Unreal engine 4 | - WPF, C# | - Substance painter |
| - Unity | - Linux | - Blender, 3ds Max, Maya |
| - Plastic SCM, git, perforce | - SQL | - HLSL |

Languages

- Native speaker – Dutch
- Proficient – English
- Basic – French

Achievements

- I got selected to teach unreal engine in a summer camp at DAE.
- I was allowed to do an international internship while still in high school.

Hobbies

I attended the local music academy for around 10 years and achieved my [BK-0410-2](#) (job qualification, amateur interpreting musician). In other words, I played percussion in both small groups and orchestras.