

# SEPPE DEKEYSER

## About me

I am an aspiring engine and render programmer, interested in the technology behind the newest games and their pretty pixels. I am motivated by learning new things, and love using creative solutions to solve complex problems.

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## My skills

### Programming

- C++
- C#
- Rust

### Graphics

- Vulkan
- DirectX (11 & 12)
- Ray tracing (DX & VK)
- GLSL & HLSL

### Engines & Tools

- Unity
- Unreal Engine
- Git
- Perforce

### Languages

- English
- Dutch

## Work History

Jul 2021 - Present

### Frontend Developer

*Edu-Tech, Leuven (BE)*

- Designing and creating modules for the front-end website of a brand-new web platform for schools
- Creating new, reusable components to be used throughout the entire app
- Occasionally helping out with bugs and features in the C# GraphQL back-end codebase

Feb 2021 - Jun 2021

### R&D Rendering Engineer Intern

*Howest DAE Research, Kortrijk (BE)*

- Researching DirectX 12 and the DirectX Raytracing API.
- Researching and implementing DXR and Adaptive Sampling in a real-time DirectX 12 framework.
- Profiling C++ and HLSL code, both on the CPU and GPU.
- Documenting the resulting implementation and results.

## Education

2017 - 2021

### Bachelor's Degree in Game Development in Digital Arts and Entertainment

*Howest University of Applied Sciences, Kortrijk (BE)*

2015 - 2017

### High School Degree in IT Management

*Miniemeninstituut, Leuven (BE)*