



# SEPPE DE BAERE

Bachelor Student in  
Game Development

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Jul 14, 1998

Gent, Belgium

GitHub

itch.io

LinkedIn

## PROFILE

A gameplay programmer from Digital Arts & Entertainment and former Occupational Therapist(OT). My past in OT taught me about creative problem solving, which I combined with my endless passion for game design. I love learning new things and perform well in a team where I can keep tackling new challenges. Constantly working on writing cleaner code and always improving.

## EDUCATION

**Artevelde Hogeschool**  
Bachelor Occupational Therapy

Sep 2016 - Jun 2020

**Digital Arts & Entertainment**  
Major : Game Development

Sep 2021 - Present

## WORK EXPERIENCE

**Activity caretaker for people with disabilities**  
Tordale, Torhout, Belgium

Oct 2019 - Apr 2021

- Internship and various shorter contract jobs.
  - Plan and organise activities for clients.
  - Assist and guide clients through their meaningful occupation
  - Take part in interdisciplinary teams and meetings
  - Set up and plan long and short term goals.
- Critical thinking and problem solving based on the situation and client.

**Occupational therapist for substance abuse** Feb 2023 - Jun 2023  
Psychiatric centrum Dr. Guislain, Gent, Belgium

Plan and host sessions independently.  
Interdisciplinary teams with doctors, psychologists, and outside organisations.

## Game Development DAE

Digital Arts & Entertainment, Kortrijk, Belgium

Worked in a team setting with other programmers, artists and closely related professions.  
Prototyped and worked out systems required for game projects and game jam.

## SKILLS

- C++, C#
- Python beginner
- Unreal engine 4/5
- Unity
- Git/Perforce
- OpenGL
- Vulkan
- Qt
- WPF

## SOFT SKILLS

- Strong creative problem solving through both degrees
- Interdisciplinary working
  - Open and honest communication
  - Pragmatic thinking
  - Great people skills and empathic

## LANGUAGES

Dutch  
Native



English  
Fluent



French  
Intermediate

