CARL VAN HOOREBEKE

COMPUTER ENGINEERING GRADUATE – GAME DEVELOPMENT

CONTACT

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ABOUT ME

Computer Engineering graduate from EPITA with a strong passion for game development, seeking opportunities in Europe to apply my skills and grow professionally.

SKILL

Unity	C#
C	C++
AI	Git
SQL	Python

LANGUANGE

French   English

Arabic

PASSIONS

Games   Coding

Traveling

EXPERIENCES

2025

PoTech / OBSoft (6 months)
AI Engineer Intern

- Built a microservice-based tool to auto-generate PHPUnit tests from Symfony code.
- Integrated embeddings & RAG to match user stories with functions.
- Automated test creation via CLI & Git hooks to improve workflow.

2023 - 2024

HAPPLYZ MEDICAL - LORIO (6 months)
Gameplay Programmer

- Collaborated with cross-functional teams to ensure seamless integration of gameplay elements.
- Utilized analytical skills to troubleshoot and optimize the game to increase performance.

EDUCATION

2024 - 2025

Vilnius Tech - Lithuania
Erasmus in Vilnius
Main Courses: Game Design, Game Programming, Intelligent System, etc.

2019 - 2025

EPITA - France
Computer Engineering Degree
Main Courses: Unity, DotNet, Android Studio, etc.

PROJECTS

2024

SKYBOUND
2D platformer game developed as a group on Unity using C# on the theme of space that includes finding new items and battling enemies to progress.

2021

GOTTA GO FAST
Solo project that recreates the known game "ZigZag" on mobile, using Unity and C#.