CARL VAN HOOREBEKE

COMPUTER ENGINEERING GRADUATE – SOFTWARE ENGINEERING

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ABOUT ME

Computer Engineering graduate from EPITA with experience in software engineering, AI tooling, and gameplay systems. Seeking junior software roles in a professional environment.

SKILL

- C#
- Python
- C
- C++
- Git
- SQL
- AI
- Unity

LANGUANGE

- French
- English
- Arabic

PASSIONS

- Games
- Coding
- Traveling
- Music

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

- Implemented multiplayer features and reworked the in-game cosmetic shop for performance and usability.
- Debugged and optimized gameplay systems to improve performance and stability.

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**
Group project (3 contributors)
2D platformer game developed in Unity using C#. Core gameplay systems, movement, physics, and animation integration.

2021 — **GOTTA GO FAST**
Solo project that recreates the known game "ZigZag" on mobile, using Unity and C#.