



VIK PRAET

Software developer
Game developer

PROFILE

Name
Vik Praet, *male*

Date of birth
[REDACTED]

Website
vikpraet.com

CONTACT

Phone number
[REDACTED]

Email
[REDACTED]

LinkedIn
linkedin.com/in/vikpraet

GitHub
github.com/VikPraet

HOBBIES

- Playing great games
- Building PC's
- Practice Ping Pong (recreation)

EDUCATION

2022-2025
Bachelor
Game Development Digital Arts and Entertainment
Howest Kortrijk (Belgium)

2016 - 2022
Electro – Mechanica, with distinction
GTSM Merchtem (Belgium)

EXPERIENCE

- **5 person group project (2 devs, 3 artist)**
 - **SlipFights**
 - as gameplay/technical programmer
- **various individual projects in C++**
 - **Halo Zero**
 - recreated first level of a game
 - **Galaga**
 - recreated the core gameplay mechanics in my own game engine
 - **Instanced Rendering**
 - implemented instanced rendering using the Vulkan API
- **see my website for more projects**

SKILLS

Programming Languages

- C++
- C#
- Python
- JavaScript
- HTML
- CSS

IDEs

- Visual Studio
- Visual Studio Code
- JetBrains Rider
- Qt Creator

Frameworks & Libraries

- GLM
- SDL
- Dear ImGui
- Vulkan
- DirectX11
- WPF
- React
- Tailwind CSS

Spoken Languages

- Dutch – Native
- English – Fluent

Game Engines

- Unreal Engine 5
- Unity 5

Source Control

- GitHub
- Perforce

Tools

- Maya
- Photoshop
- Blender
- Figma
- RenderDoc
- Houdini
- Substance Painter
- Premiere Pro