# VIK PRAET

**Game Developer**

## software developer
## game developer

## PROFILE

**Name**
Vik Praet, *male*

**Date of birth**

**Website**
https://vikpraet.com

## EDUCATION

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

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

## CONTACT DETAILS

**Phone number**

**E-mail**

**LinkedIn**

**GitHub**
https://github.com/VikPraet

## SKILLS

**Programming Languages**
- ● C++
- ● C#
- ○ Python
- ○ JavaScript
- ○ HTML
- ○ CSS

**Spoken Languages**
- ●Dutch - Native
- ●English – Fluent

**Game Engines**
- ● Unreal Engine 5
- ● Unity 5

**Frameworks & Libraries**
- ● GLM
- ● SDL
- ● Dear ImGui
- ○ Vulkan
- ○ DirectX11
- ○ WPF
- ○ React
- ○ Tailwind CSS

**Source Control**
- ● GitHub
- ● Perforce

**Tools**
- ● Maya
- ● Photoshop
- ○ Blender
- ○ Figma
- ○ RenderDoc
- ○ Houdini
- ○ Substance Painter
- ○ Premiere Pro

**IDEs**
- ● Visual Studio
- ● Visual Studio Code
- ● JetBrains Rider
- ● Qt Creator

## HOBBIES

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