



Game Developer

software developer
game developer

PROFILE

Name

Vik Praet, *male*

Date of birth

08 October 2004

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

+32

E-mail

vik.praet@gmail.com

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

Source Control

- GitHub
- Perforce

Tools

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

HOBBIES

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

IDEs

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