



# 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