Angelo **Carly**

SOFTWARE DEVELOPER · DEVOPS ENGINEER

Blekte 22, 9340 Oordegem, Date of Birth: 7 Aug. 1998

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About Me

A studious computer graphics enthusiast with a passion for low-level systems and engine development. I love to get to the roots of how systems work and get a lot of satisfaction out of tackling challenging niche problems. In my free time I'm often bouldering, creating generative art or developing on my current Vulkan engine. Take a look at my portfolio! https://magnias.dev/project

Experience

Hybrid Software NV. *Merelbeke*

C++ SOFTWARE ENGINEER *Aug. 2022 - present*

• Full development of a Vulkan based PDF renderer following the PDF spec.

Inetum Realdolmen *Huizingen*

JAVA CONSULTANT *Aug. 2021 - Aug. 2022*

• Development on an invoice validation rule system to the Belgian government.

Crelan NV. *Anderlecht*

DEVOPS ENGINEER *Sept. 2020 - Aug. 2021*

• Supported with the migration of Docker Hosts to a MCP OpenShift environment.

Realdolmen *Ghent/Kontich*

INTERNSHIP *Feb. 2019 - Jun. 2019*

• Developed a secure Identification Provider (IDP) and Resource Server (SP) with Java Spring Boot and OAuth2.0

Skills

Programming	Vulkan API, OpenGL, GLSL, C++, Rust, Bash, Java, Python, JavaScript/Typescript
Tools	Git, Mercurial, Linux, Arch-Linux, Confluence, Jira, Trello, Trac
Back-end	Docker, Node.js, REST API, ASP.NET, Java Spring Boot, mongodb, SQL
Front-end	Angular, React, HTML5, SCSS
Languages	Dutch - Native, English - Very Good, French - Decent

Education

Computer & Cyber Crime Professional @Home - BanaBa *Brugge*

HOGESCHOOL WEST-VLAANDEREN *Sep. 2019 - Jun. 2020.*

Applied Informatics - Networking traject *Ghent*

HOGESCHOOL GENT *Sep. 2019 - Jun. 2020*

Applied Informatics - Programming traject *Ghent*

HOGESCHOOL GENT *Sep. 2016 - Dec. 2019*

TSO Elektriciteit-Elektronica *Wetteren*

SCHEPPERSINSTITUUT *Sep. 2012 - Jun. 2016*

Extracurricular Activity

Development of a personal Vulkan game engine

GAINED EXPERIENCE WITH THE VULKAN API AND SOFTWARE ARCHITECTURE. *Mar. 2023 - Present*

Freelance order-site for Restaurants in team

GAINED KNOWLEDGE IN CI/CD PIPELINES AND FULL-STACK DEVELOPMENT *Aug. 2020*

Development of a personal game engine.

GAINED KNOWLEDGE ABOUT JAVA DEVELOPMENT AND OPENGL API. *Nov. 2017*