

Lily Boeykensstraat 10/001, 9000 Ghent, 7 Aug. 1998

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About Me

A passionate computer-science expert with expertise in computer-graphics and lower-level software development. I gain a lot of satisfaction from mastering technical and challenging projects, as well as streamlining existing processes in existing systems. I thrive in an open and creative work environment where my contributions can make a clear impact.

Experience __

Hybrid Software NV. Merelbeke

VULKAN/C++ SOFTWARE ENGINEER

Aug. 2022 - present

• Research and Development on a GPU accelerated PDF renderer.

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

Feb. 2019 - Jun. 2019 INTERNSHIP

· 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

Git, Mercurial, Linux, Arch-Linux, Confluence, Jira, Trello, Trac Tools

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

Ghent

HOGESCHOOL WEST-VLAANDEREN

Sep. 2019 - Jun. 2020.

Applied Informatics - Both Networking and Programming traject

HOGESCHOOL GENT

Sep. 2016 - Dec. 2019

Extracurricular Activity

Development of multiple open-source Graphics Engines

RUST - C++ - VULKAN Mar. 2023 - Present

Algorithmic artist

COMBINING CODE AND ART INTO ABSTRACT ART PIECES Aug. 2020

ANGELO CARLY · CURRICULUM VITAE MAY 4, 2025