

Angelo Carly

COMPUTER GRAPHICS · SOFTWARE ENGINEER

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.

VULKAN/C++ SOFTWARE ENGINEER

- Research and Development on a GPU accelerated PDF renderer.

Merelbeke

Aug. 2022 - present

Inetum Realdolmen

JAVA CONSULTANT

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

Huizingen

Aug. 2021 - Aug. 2022

Crelan NV.

DEVOPS ENGINEER

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

Anderlecht

Sept. 2020 - Aug. 2021

Realdolmen

INTERNSHIP

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

Ghent/Kontich

Feb. 2019 - Jun. 2019

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

HOGESCHOOL WEST-VLAANDEREN

Brugge

Sep. 2019 - Jun. 2020.

Applied Informatics - Both Networking and Programming trajet

HOGESCHOOL GENT

Ghent

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