Lauda **Carly**

COMPUTER GRAPHICS · SOFTWARE ENGINEER

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

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About Me

A computer science professional with expertise in computer graphics and lower-level software development. I'm driven by the satisfaction of mastering **technical** challenges and optimizing **complex** systems. I thrive in collaborative, **creative** environments where I can make a meaningful **impact**.

Experience

Hybrid Software NV. *Merelbeke*
VULKAN/C++ SOFTWARE ENGINEER — *Aug. 2022 - present*

Research and Development on a PDF 2.0 compliant PDF renderer using the Vulkan API.
Setup of a multi-platform build system using Jenkins.

Inetum Realdolmen *Huizingen*
JAVA CONSULTANT — *Aug. 2021 - Aug. 2022*

Development of an invoice validation rule system for 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 and Resource Server with Java Spring Boot and OAuth2.0

Skills

Programming	Vulkan, OpenGL, GLSL, C++, Rust, Java, Python, JavaScript/Typescript
Tools	SCRUM, Agile, Git, Mercurial, Linux, NixOS, Confluence, Jira, Trac
Back-end	Docker, Node.js, REST API, ASP.NET, Java Spring Boot, neo4j, SQL
Front-end	Angular, React, HTML5, SCSS
Languages	Dutch - Native, English - Very Good, French - Listening

Education

Computer & Cyber Crime Professional *Brugge*
HOGESCHOOL WEST-VLAANDEREN — *Sep. 2019 - Jun. 2020.*

Applied Informatics - Both networking and programming specializations *Ghent*
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 - Present*