Marnick De Grave

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Relevant Experience

September 2022 – current   HOGENT, Gent
                                    Guest lecturer

Starting the academic year of 21-22 I teach "Digital Work Environments Workshop 2" (DW2) at HOGENT in the first semester, and will be teaching Introduction to programming in the second. DW2 mostly focuses on deployment with a focus on linux.

June 2022 – current   vdk Bank, Gent
                                    C#/.NET Developer

At the conclusion of my internship I was hired by vdk to work on mainframe migration, this mostly involves backend development, writing and implementing new services, and implementing frontend changes.

Feb 2022 – May 2022   vdk Bank, Gent
Internship   **C#/.NET Developer**

As part of my degree, I sought out an internship with vdk Bank because I wanted real experience with C#/.NET Development. My responsibilities included porting over internal tools from Silverlight to WPF, as well as testing a new in development mobile app.

Oct 2020 – Oct 2021   Revolte, Gent
                                    Chairman Departmental Student Council

I was elected Chairman of the Departmental Student Council at Revolte Student Council, Gent for the 2020-2021 academic year. In this role, I have been responsible for leading the departmental student council, budgeting, and developing policy. This was the first year there was student representation for our department, so a lot of foundational work had to be done. Through this experience, I have developed strong leadership skills.

Oct 2020 – Oct 2021   HOGENT, Gent
                                    Member Board of Education

As a member of the general student council and had the opportunity to run for the position of member of the board of education. Having had the chance to fill this position has been an honor and a great learning experience. We led the discussion on adding a mid-semester recess and put forth proposals on how to improve the online learning environment for students.

Oct 2021 – Oct 2022   **Revolte, Gent**
                                 Chairman Infrastructure & IT

I sought out this mandate because I wanted to focus more on my studies but still be involved on a high level. This mandate closely aligned with projects I was working on in the previous year as chairman of the departmental student council as well as my studies so it felt like a good fit

2018 – 2019   **StikiPixels, London (remote)**
                                 Community & Communications Manager

I have experience managing a growing community for a new startup game development studio. I have also been known to be helpful as a Swiss army knife, which has included making social media posts, growing our social media following and interacting with players through Discord and our forums. I have also handled things such as the Steam page, weighed in on game design and worked together with the PR/Marketing department to write newsletters, reaching out to influencers and generally being helpful wherever they felt my skills were of use.

Education & Skills

2019 – 2022   **Software Development**
                                 Associate's degree

I learned the fundamentals of software development and how to apply them with cases from the work field during my time at HOGENT. We primarily focused on backend development with C#/.NET and Node.js but also got a healthy amount of frontend through HTML, CSS, JavaScript and React. I also had the opportunity to do an internship at vdk bank as part of my degree, where I worked as a backend developer.

Backend Development
I have experience with backend development, specifically with C#.NET development as part of my degree and my internship. I also have a small amount of experience with Node.js and express and am comfortable with MySQL and SQL Server.

Frontend Development
I have a strong focus on back-end development, but I also have experience in front-end development as part of my degree. I have a good understanding of how to use JavaScript, HTML, CSS, JQuery and React to create websites.

Tools
I have experience working with a variety of tools, including MySQL, SQL Management Studio, Oracle PL/SQL Developer, Visual Studio, Postman, Visual Paradigm, Visio, Microsoft Project, WebStorm, Unity2D, Photoshop, Adobe XD, Jira, Confluence and Rider. I am confident in my ability to use these tools to achieve desired results.

Volunteerwork

2019 – 2022 **Revolte Student Council**
Student Representative

During the COVID pandemic, I saw an opportunity for improvement within my school in terms of communication. As a result, I signed up for the student representative election and secured my spot on both the departmental and general student council. This eventually led to my mandates as chairman of the departmental student council and member of the HOGENT board of education, which has been an incredible experience. Together with other members, we worked on the topics of education, communication, infrastructure, the future of our department and put forth proposals that have made a real and lasting impact.

2015 – present **r/MMORPG**
Moderator & Administrator

The r/MMORPG subreddit has 400,000 unique monthly visitors and 4,000,000 pageviews. I have been the lead administrator and eventually the owner for a few years now. Some responsibilities include setting rules, taking on moderators, managing a growing team. As part of our 'spotlight program' we also provide free advertising space to smaller development studios which has been a very successful program. We have had a lot of positive feedback from the community and it's been great to see the subreddit grow.

2016 – 2020 **KAJ**
Leader

KAJ is what you get if you combine a social impact organization and Scouts. I was initially just a member, but eventually became a leader for the 16-18 group, and eventually the +18 group. I was also part of an internal team that worked on collecting the testimony of children whose parents are divorced so we could help educate parents, lawmakers, judges and mediators on the consequences of their decisions through workshops..

2020– 2021 **Perpetuum**
Open Source Contributor

OpenPerpetuum is a free and open source server project for the game Perpetuum. I have contributed my time writing code and working on marketing strategies. As a result of my efforts, the project has seen a significant increase in community interest and has taken on more contributors. I'm excited to see how the project grows in the future as I have taken a step back from this project.

2009 – 2012 **Speelpleinwerking**
Animator

"Speelpleinwerking" is a program that allows children to participate in games and activities during school vacations, led by animators. I spent three years working alongside others in a team to provide fun experiences for children. The responsibility given to me has contributed immensely to the person I am today.