

Viktor Sabat

Driven software engineering student with a strong passion for frontend, full-stack, and real-time 3D data visualization. Skilled in building dynamic and visually engaging applications using modern frameworks and tools. Experienced in test automation, API validation, and translating live platform data into interactive 3D scenes. Quick to learn, adaptable, and eager to contribute to innovative, multidisciplinary development teams.

Leuven, Belgium

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[LinkedIn](#)

[GitHub](#)

EXPERIENCE

3D Visualization Intern | Real-Time Data in 3D, Siemens Digital Industries Software, Leuven

Feb 2025 — May 2025

1. Explored Unreal Engine and Godot to evaluate their suitability for visualizing real-time platform data in a web-based context.
2. Built a visually compelling 3D proof-of-concept scene that reflected live system data through interactive elements.
3. Delivered findings in a structured report and internal presentation to guide future 3D visualization strategies.

QA Engineer Intern | PyTest API Testing, Siemens Digital Industries Software, Leuven

Apr 2024 — May 2024

1. Conducted API testing on Siemens TestLab RT using PyTest.
2. Refactored existing test cases and developed new ones to improve testing efficiency.
3. Collaborated closely with the development team to ensure the robustness of the API testing processes.

QA Engineer | Cypress Automation, Siemens Digital Industries Software, Leuven

Jun 2023 — Sep 2023

1. Performed end-to-end (E2E) testing on Siemens TestLab RT using Cypress.
2. Refactored legacy tests and authored new ones to enhance the software quality.
3. Collaborated with developers to identify and resolve issues, improving overall software performance

EDUCATION

Bachelor of Applied Computer Science – UCLL, Leuven

Sep 2025 – Present

Associate Degree in Software Engineering – UCLL, Leuven

Sep 2023 – Jun 2025 (with Great Distinction)

SKILLS

Java

TypeScript

C#

HTML

CSS

React Native

Angular

Tailwind CSS

Sanity CMS

Spring Boot

SQL Server

Cypress

PyTest

Postman

Git

GitHub

GitLab

Unreal Engine 4

Godot

LANGUAGES

English (Fluent)

Dutch (Fluent)