

# Dave De Breuck

SOFTWARE DEVELOPER

## ABOUT ME

Hello! My name is Dave De Breuck. I'm a Game/Software Developer fluent in many programming languages, with my main focus on C and C++. Game development is my passion, the constant learning curve is what drives me to keep taking on the next challenge. Learning is not a hobby or something that comes with the job, it's more an obsession.

## EDUCATION

### BACHELOR - MULTIMEDIA AND COMMUNICATION

2010 - 2015 | Digital Arts and Entertainment

### HIGH SCHOOL - COMPUTER SCIENCE

2008 - 2010 | Koninklijk Atheneum Oudenaarde

## EXPERIENCE

### 2019 HOWEST - DAE RESEARCH RESEARCHER

- Transferring the knowledge of game technology to sectors other than entertainment and/or exploring new technologies.

### 2015 NOBEL BIOCARE SOFTWARE DEVELOPER

- Cutting edge 3D software application
- Image processing
- OpenGL rendering engine

### 2015 SILENI STUDIOS TECHNICAL PROGRAMMER

- Cross platform support (PS4 / XBOX)
- Steam integration
- Shader Development

## SKILLS

C/C++

C#

PYTHON

GLSL

HLSL

STL

DIRECTX

OPENGL

VULKAN

QT

BOOST

IMGUI

CMAKE

GIT

VASSIST

## CONTACT

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