

Dave De Breuck, Software Engineer

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LINKS

[LinkedIn](#), [Website](#), [Github](#)

PROFILE

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.

EMPLOYMENT HISTORY

Jan 2023 — Present	Software Architect, Twikit Antwerpen Capture the value of on-demand digitally manufactured, personalized products.
Jan 2021 — Jan 2023	Graphics Programmer, Twikit Antwerpen Author of the lattice renderer, using OpenGL and OpenGL ES
Dec 2019 — Dec 2020	Researcher, HOWEST Kortrijk The research cell of the study program Digital Arts and Entertainment of Howest. <ul style="list-style-type: none">• Implementing cutting edge technology in VR using Unreal Engine 4 or Unity• Implementing cutting edge technology in AR using Unreal Engine 4 or Unity• Researching topics VR/AR/MR Applied Games AI Procedural 3D content and automation Photogrammetry Raytracing
Dec 2015 — Dec 2019	Software Engineer, Medicim Mechelen Creating cutting edge technology for the digital dental industry. From image-processing to writing an OpenGL renderer. <ul style="list-style-type: none">• Working in a high standard Agile environment with focus on quality, ownership and framework.• Working on 3D software applications which will be used by dentists and dental surgeons worldwide.• Working with functional analysts, research engineers, software developers and other software developers.
Jun 2015 — Nov 2015	Software Engineer, Sileni Studios Antwerpen Building Mayan Death Robots <ul style="list-style-type: none">• Porting the game<ul style="list-style-type: none">• PS4• Xbox One• Implementing Steam API• Writing Shaders

EDUCATION

Sep 2021 — Jul 2022	Master of Science, Breda University of Applied Sciences	Breda
2010 — 2015	Bachelor, HOWEST An internationally-focused, Bachelor's Degree in Multimedia and communication technology	Kortrijk
2004 — 2010	High school, Koninklijk Atheneum Oudenaarde	Oudenaarde

INTERNSHIPS

Feb 2015 — Jun 2015	Software Engineer, Triangle Factory Handcrafted games since 2010. Working in Unreal Engine 4 as a Network/AI/Gamplay/Graphics programmer	Gent
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SKILLS

Python	Experienced	Vulkan	Skillful
Git	Experienced	IMGUI	Experienced
C++	Expert	CMAKE	Experienced
C#	Expert	CI / CD	Skillful
C	Expert	Unity	Experienced
QT	Skillful	Unreal	Skillful
OpenGL	Experienced	Emscripten	Skillful
DirectX	Experienced		

LANGUAGES

English	Highly proficient	Dutch	Native speaker
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HOBBIES

Building my own Game Engine using C++
Playing the Piano

EXTRA-CURRICULAR ACTIVITIES

Sep 2014 — Sep 2014	Teacher, HOWEST Programming Introduction Courses	Kortrijk
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