WOUT HAELVOET

SOFTWARE DEVELOPER

CONTACT

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- in Wout Haelvoet

HARD SKILLS

- C++
- C#
- Unreal engine
- Unity
- QT

SOFT SKILLS

- Teamwork
- Critical thinking

LANGUAGE

- Dutch (Native)
- English (Fluent)
- French (Basic)

PROFESSIONAL PROFILE

I am a motivated software developer in c++ and c# with a degree in game-development. I have a deep understanding of object-oriented programming and have experience with complex systems and design patterns.

PROJECTS

XR-Labs
September 2024 - January 2025
I was part of the XR-Labs team for my internship contributing on the project full-time. They create a VR simulation for the army and police to train scenario's and prepare for difficult missions. I mainly worked on vehicle escape and the identification control of the NPC's in the simulator.

1302
September 2023 - December 2023
Contributed to the development of 1302, a strategic mobile deckbuilding tabletop game, as part of a group project for the client 1302 Museum Kortrijk. It is made in Unity using C#.

3D Geopunt
July 2024 - August 2024
Worked on a 3D version of https://www.geopunt.be/ as a test project for Digitaal Vlaanderen as a student job for a month. I learned the basics of web development and typescript.

EDUCATION

Howest Digital Arts & Entertainment
Bachelor in Game Development.
September 2021 - January 2025