TRplus

Niels H
23

REGION

Ghent - Kortijk - Antwerp - Brussels

PROFILE

Hi,

I'm a junior developer with a preference in backend development. Since I was young I received a diagnose of highly gifted which alows me to work easily in a complex environment. I'm looking for a challenging opportunity where I can proven/improve my skills & I'm always open to learn new technologies.
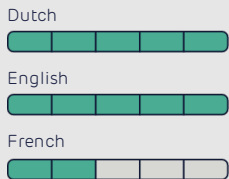
You can find some of my work on my Github page:

- C++: https://github.com/NillyTheKid/Progressiongame
- Unity: https://github.com/NillyTheKid/TheChainsProject

PERSONAL SKILLS

✓ **CREATIVE**

✓ **EFFICIENT**

✓ **INDEPENDENT**

✓ **PROBLEM-SOLVING**

✓ **STRONG FOCUS**

✓ **DETAIL ORIENTED**

✓ **HIGH LEARNING ABILITY**

✓ **OUT-OF-THE-BOX THINKER**

✓ **STRONG ANALYTICAL SKILLS**

✓ **TEAM-MINDED**

LANGUAGES

Dutch

English

French

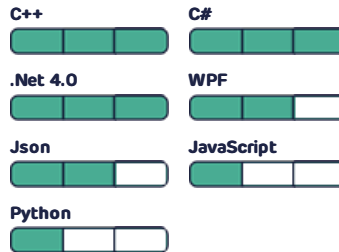---

EDUCATION

2020 Bachelor: Digital Arts & Entertainment - Game Development
Howest Kortrijk

2016 Science & Math
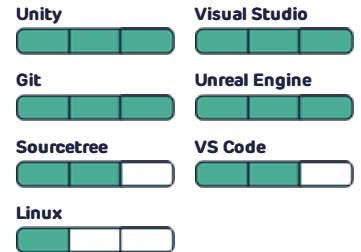**Sint-Lodewijkscollege Lokeren**

TRAINING

2022 **OutSystems: Low code development**
Introduction to OutSystems integrated development, how to use it to develop full-stack applications

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TECHNICAL SKILLS

PROGRAMMING

C++

C#

.Net 4.0

WPF

Json

JavaScript

Python

SOFTWARE

Unity

Visual Studio

Git

Unreal Engine

Sourcetree

VS Code

Linux

DATABASES

MySQL

MongoDB

METHODOLOGIES

Agile, Scrum

CI/CD

TDD

OOP

MVC

Timeline

08.2021 - 06.2023
Backend Developer
Cloudflow
Hybrid Software

08.2020 - 06.2021
Unity Developer
Supportsquare

02.2020 - 08.2020
Game Programmer
Internship
Play IT Safe

09.2023 - 12.2023
Low Code Developer
Power Automate
Picanol

Hybrid Software

Backend Developer
Cloudflow

Description:

Worked in the backend team, adding and maintaining features as well as in-house projects.

Tasks:

- Creating and maintaining an algorithm to let an image repeat itself;
- Updated the v8 engine library;
- Worked on a new in-house build system;
- Added and implemented aws-sdk-cpp with s3 support;
- Fixed issues and maintained them afterwards.

Technology:

- Languages: C++, Javascript
- Tools: Visual Studio, VS Code, MongoDB, sourcetree, CMake
- Frameworks and libraries: gtest, v8, boost, Aws-sdk

Supportsquare

Unity Developer

Discription:

- Testing with hololens;
- VR Development;
- Development of Recording System.

Technology: C#, .Net, Unity, MS Visual Studio, Git

Play IT Safe

Game Programmer
Internship

Discription:

- Development of prototype of a virtual tour;
- Development of tool to create virtual tours;
- VR development.

Technology: C#, WPF, Unity, MS Visual Studio, Git