



MICHEL DEWACHTERE

Game Programmer

Aspiring software developer pursuing a degree in Game Development at Digital Arts and Entertainment - HoWest in Belgium. Passionate about programming with a strong foundation in various programming languages and development tools. Eager to apply my technical skills in a professional environment and contribute to innovative software projects. Seeking internship or entry-level opportunities to grow as a software developer and build robust, efficient, scalable applications.

Contact



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michioldewachtere.github.io



Lichtervelde, Belgium

Education

Bachelor Game Development

Digital Arts and Entertainment -
HoWest University

2021-Present

Kortrijk, Belgium

Skills

Programming

- | | | |
|----------|---------|----------------------|
| ● C++ | ● CMake | |
| ● C# | ● GLSL | Proficient ● |
| ● C | ● HLSL | Capable ● |
| ○ Python | ○ Lua | Limited Experience ○ |
| ● HTML | ● CSS | |

API's

- Vulkan
- SDL
- OpenGL
- DX11

Libraries

- Dear ImGui

Engines

- Unity
- UE5

Debugging

- Undo
- RenderDoc

Version Control

- Git
- Perforce

Experience/Projects

Learn more about these and other projects on my website

michioldewachtere.github.io.

Real Engine - Engine/Gameplay Programming

DAE - HoWest University

Feb 2024 - June 2024

Small 2D game engine and game in modern C++ using SDL, implemented various game programming patterns.

- Implemented various patterns such as state, component, observer, ...
- C++20 was used with respect to the core guidelines.
- An almost exact replica of the arcade classic Pengo.
- Shared base library - RealCore, and 2D library Real2D.

Real Minecraft - Engine/Graphics Programming

DAE - HoWest University

Feb 2024 - June 2024

Rendering aspect of the game Minecraft, extended RealEngine to 3D using Vulkan and GLSL.

- Extended RealEngine to 3D, a Vulkan abstraction made from scratch.
- Built using CMake.
- Implemented transparency, animated textures, dynamic meshes, ...
- Shared base library - RealCore, and 3D library - Real3D.

Corporate Chaos - Gameplay Programming

DAE - HoWest University

Feb 2023 - June 2023

A small couch co-op PVP game made in 12 weeks together with one other programmer and three artists, using Unity.

- Iterated on various camera systems and player movement during the development process.
- Learned the full development pipeline of an indie game.
- Devlogs can be read on itch.io.
- Controller input supported.

Language

Dutch

English

French

