



# SEPPE DE BAERE

Bachelot Student in  
Game Development

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Jul 14, 1998

Gent, Belgium

GitHub

Portfolio

LinkedIn

## SKILLS

- C++, C#
- Python beginner
- Unreal engine 4/5
- Unity
- Git/Perforce
- OpenGL
- Vulkan
- Qt
- WPF

## SOFT SKILLS

- Strong creative problem solving through both degrees
- Interdisciplinary working
  - Open and honest communication
  - Pragmatic thinking
  - Great people skills and empathic

## LANGUAGES

Dutch  
Native

English  
Fluent

French  
Intermediate

## PROFILE

A gameplay programmer from Digital Arts & Entertainment and former Occupational Therapist(OT). My past in OT taught me about creative problem solving, which I combined with my endless passion for game design. I love learning new things and perform well in a team where I can keep tackling new challenges. Constantly working on writing cleaner code and always improving.

## EDUCATION

Digital Arts & Entertainment  
Major : Game Development  
Sep 2021 - Present

Artevelde Hogeschool  
Bachelor Occupational Therapy  
Sep 2016 - Jun 2020

## WORK EXPERIENCE

Game Development DAE  
Digital Arts & Entertainment, Kortrijk, Belgium  
Current

Worked in a team setting with other programmers, artists and closely related professions.

Prototyped and worked out systems required for game projects and game jam.

Occupational therapist for substance abuse  
Psychiatric centrum Dr. Guislain, Gent, Belgium  
Feb 2020 - Jun 2020

Plan and host sessions independently.  
Interdisciplinary teams with doctors, psychologists, and outside organisations.

Activity caretaker for people with disabilities  
Tordale, Torhout, Belgium  
Oct 2019 - Apr 2021

- Internship and various shorter contract jobs.
  - Plan and organise activities for clients.
  - Assist and guide clients through their meaningful occupation
  - Take part in interdisciplinary teams and meetings
  - Set up and plan long and short term goals.
- Critical thinking and problem solving based on the situation and client.