



Niels H

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### REGION

Ghent - Kortrijk - 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 allows 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.

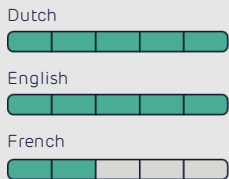
You can find some of my work on my Github page:

- 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



### EDUCATION

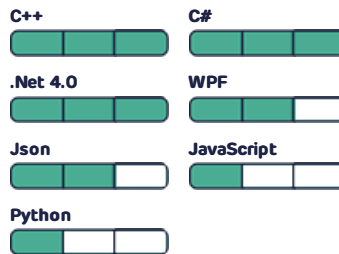
- 2020 Bachelor: Digital Arts & Entertainment - Game Development  
**Howest Kortrijk**
- 2016 Science & Math  
**Sint-Lodewijkcollege Lokeren**

### TRAINING

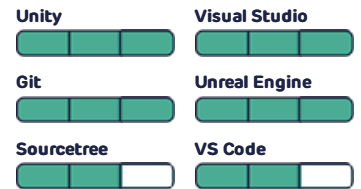
- 2022 **OutSystems: Low code development**  
Introduction to OutSystems integrated development, how to use it to develop full-stack applications

### TECHNICAL SKILLS

#### PROGRAMMING



#### SOFTWARE



#### DATABASES



#### METHODOLOGIES



## PROJECT HISTORY

08.2021 - 05.2023

Backend Developer  
Cloudflow  
**Hybrid Software**

08.2020 - 06.2021

Unity Developer  
**Supportsquare**

02.2020 - 08.2020

Game Programmer  
Internship  
**Play IT Safe**

### 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**

Description:

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

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

### Play IT Safe

**Game Programmer**  
**Internship**

Description:

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

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