



## CONTACT

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## ABOUT ME

Computer Engineering graduate from EPITA with experience in software engineering, AI tooling, and gameplay systems. Seeking junior software roles in a professional environment.

## SKILL

C#

Python

C

C++

Git

SQL

AI

Unity

## LANGUAGE

French

English

Arabic

## PASSIONS

Games

Coding

Traveling

Music

# CARL VAN HOOREBEKE

COMPUTER ENGINEERING GRADUATE -  
SOFTWARE ENGINEERING

## EXPERIENCES

- 2025 PoTech / OSoft (6 months)**  
*AI Engineer Intern*
  - Built a microservice-based tool to auto-generate PHPUnit tests from Symfony code.
  - Integrated embeddings & RAG to match user stories with functions.
  - Automated test creation via CLI & Git hooks to improve workflow.
- 2023 - 2024 HAPPLYZ MEDICAL - LORIO (6 months)**  
*Gameplay Programmer*
  - Implemented multiplayer features and reworked the in-game cosmetic shop for performance and usability.
  - Debugged and optimized gameplay systems to improve performance and stability.

## EDUCATION

- 2024 - 2025 Vilnius Tech - Lithuania**  
*Erasmus in Vilnius*  
**Main Courses:** Game Design, Game Programming, Intelligent System, etc.
- 2019 - 2025 EPITA - France**  
*Computer Engineering Degree*  
**Main Courses:** Unity, DotNet, Android Studio, etc.

## PROJECTS

- 2024 SKYBOUND**  
*Group project (3 contributors)*  
2D platformer game developed in Unity using C#. Core gameplay systems, movement, physics, and animation integration.
- 2021 GOTTA GO FAST**  
Solo project that recreates the known game "ZigZag" on mobile, using Unity and C#.