


# Rik Fabri

Programmer

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 <https://rikfabri.github.io/> (portfolio)

## Summary

I'm in my last year of the bachelor Digital Arts and Entertainment (DAE), looking for an end-of-study internship. I try to be a jack of all trades and I'm always interested in the inner workings of things but I specialised in C++. It would be great to combine this and develop tools or work on improving pipelines.

## Experience



### International Intern

Source Tech

Mar 2019 - Apr 2019 (3 weeks)

- 3D printing
- Android on custom hardware
- Preparing and installing multiple OS's
- A variety of smaller tasks



### Tool development

AIM Productions

Feb 2019 - Mar 2019 (2 weeks)

- Implemented google cloud integration
- Jira data parsing
- Software development in C# WPF
- UI development

## Education



### Howest University of Applied Sciences

Bachelor's degree, Digital arts & Entertainment - Game development

2019 – Current



### Sint Ursula Institute Lier

High School degree, IT management

2017 – 2019



### Heilig Hart van Maria Berlaar

Modern sciences

2013-2017

## Skills

- C++ (Specialised)
- Unreal Engine 4
- Unity
- Plastic SCM, git, perforce
- WPF, C#
- HTML, CSS, JS, PHP
- Linux
- Databases, SQL
- Tool development
- Substance painter
- Blender, 3ds Max, Maya
- HLSL

## Languages

- Dutch – Native speaker
- English – Proficient
- French – Basic

## Achievements

- Unreal engine teacher at DAE summer camp.
- International internship during high school.

## Hobbies

I attended the local music academy for around 10 years and achieved my [BK-0410-2](#) (job qualification, amateur interpreting musician). In other words, I played percussion in both small groups and orchestras.