

Kyan Van den Eynde

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EDUCATION

University of Antwerp

Bachelor Computer Science

Antwerp, Belgium

Sep. 2024 – Expected Jun. 2027

EXPERIENCE

Software Engineer

BuildTheEarth

Aug. 2023 – Present

Remote

- Collaborated directly with stakeholders to define technical requirements
- Designed and implemented a RESTful API using nest.js and TypeScript to support project infrastructure
- Developed and integrated several Minecraft server plugins in Java with the REST API for real-time data exchange
- Engineered systems supporting a community of 160k+ users, ensuring scalability and maintainability

Java Developer

DDG Enterprise

Dec. 2022 – Jun. 2023

Remote

- Developed Java plugins for multiplayer servers, improving engagement and performance for over 200 concurrent users
- Utilized MongoDB for efficient data storage and retrieval in a high-traffic environment
- Contributed 50,000+ lines of code to a mature codebase using Git version control
- Applied asynchronous programming techniques to enhance responsiveness and scalability
- Collaborated closely with a team of developers to maintain and extend core features

PROJECTS

CPU Graphics Engine | *C++*, *Software Rendering*

2025

- Created a full-featured 3D graphics engine from scratch in C++ using only CPU-based software rendering
- Implemented a custom rendering pipeline with perspective-correct rasterization, z-buffering for lines and triangles, and complete model/view/projection transformations
- Supported advanced lighting (ambient, point/directional diffuse, specular), shadows, and texture/cube mapping using UV coordinates
- Rendered complex procedural geometry including 2D/3D L-systems, Platonic solids, cones, cylinders, spheres, tori, and fractals such as the Menger sponge and BuckyBall

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, Bash

Developer Tools: Git, Docker (Compose), Linux, VS Code, PyCharm, IntelliJ, CLion, Maven

Concepts: Object Oriented Programming, Datastructures And Algorithms, Continuous Integration (CI), Continuous Deployment (CD), Software Testing and TDD