

<header>

# DC

A DIGITAL CURRICULUM VITAE

Curiosity Self-Portrait at Martian Sand Dune  
Jan. 19, 2016 during the 1,228th Martian day  
SPACE / TECHNOLOGY

</header>

<about>



**Name:**

Davy Baccaert

**Age:**

35

**Location:**

Ghent, Belgium

**Drivers licence**

Type B

1982- Born in **Sint-Niklaas** my parents ran a candystore for a short while. In the store a **Pac-Man** arcade cabinet always lured at me. One of the first videogame experiences I had and never to forget.

1997- At the age of 15 my parents decided we move to **Spain**. Having my first girlfriend at the time it was my biggest nightmare. Once there it would become one of those things that define you. The sun, the people and all the experience I accumulated in my time there made this one of the best things in my life.

2002- It must have been the warm spanish air. At the age of 19 I became a proud father of my, now 16 year old, daughter. Being a dad at such a young age, I quickly had to learn a sense of responsibility having to take care of something so delicate. My second defining moment in life..

2010- Digital Generation was brought to life to represent my digital persona. Later it grew to what was my short but educational entrepreneurship. Although this period in my life was not without difficulties, I still consider it to be successful since it learned me that I was not as introverted as I first thought.

2013- A new beginning, a new family. Turning 30 did a bunch of strange things, one of them was me falling in love all over again. Now, 5 years later, I don't regret it for a second. Hell, look at the picture above. Can you blame me?

2018- When life gives you lemons, sell them. Because, hey, lemons are expensive! Curious to see what opportunities and life lessons we can add in the future and I hope you enjoy discovering a bit more about me.

</about>

<passions>

"I would rather die of passion than of boredom."  
— Vincent Van Gogh

Back in 1989 my first passion was gaming. An **Amiga 1000** with the classic joystick made for hours of roaming in digital space. From that interest came a curiosity in **3D modeling, drawing and art**. In 1999 the movie 'The Matrix' had me hooked as I exited the theatre trying to bend reality. The Sci-fi part in me was tickled, never to fade away. As a developing **geek** I soon added **technology, space** and **casemodding** to the list. Since all these passions take a huge toll on a person, sometimes I have to unwind. What better than a nice game of **chess** and some **chill beats** to get the job done?

You think that's air you're breathing now?  
Morpheus to Neo- The Matrix, 1999  
**SCI-FI / ART**

</passions>

<education>

WWW  
1997- current

**Development**  
From starting with (D)HTML back in 1997 to an entire development environment in dockers today. Whenever I find something that tickles the brain, i dive in and want to know everything about it. Some people call it neurotic, I call it a passion. A passion that will never get old and as such, we keep on learning every day. Self-thought man? Nah, just driven.  
Ghent

CVO  
2012- 2013

**Business management**  
Followed a 2 year course when I wanted to start my own business in development.  
Ghent

Syntra  
1997- 1999

**Carpenters apprentice**  
In the late 90's life (and my parents) forced me to take an apprentice job. I started to discover (D)HTML and all its powers. Away went the interest in carpenting.  
Sint-niklaas

VTS  
1994- 1997

**High school- carpenting**  
Since a technical profession always seemed a good fit, i started in a technical school where i learned carpenting. As to this day, i love working with wood. Oh the smell of freshly shaved wood!  
Sint-niklaas

</education>

<skills>

Dutch  
English  
Spanish

★★★★★  
★★★★★  
★★★★★

French  
German

★★  
★

Sublime Text  
Git / Gitlab  
Filezilla

★★★★★  
★★★★★  
★★★★★

Adobe Photoshop  
Adobe Illustrator  
SketchUp

★★★★★  
★★★★  
★★★

PHP  
Codeigniter  
MySQL  
CSS3  
Bootstrap  
HTML5  
JQuery

★★★★★  
★★★★★  
★★★★★  
★★★★★  
★★★★★  
★★★★★  
★★★★★

MVC Pattern  
OOP  
>\_  
SEO  
ElasticSearch  
SCSS  
Dockers

★★★★★  
★★★★★  
★★★★  
★★★★  
★★★  
★★  
★★  
★★

</skills>



<projects>

From my first attempt at coding with a clan website named bomb-online (2004) and a combo effort at modding/blogging with themnuts.be (2007) I entered the virtual world of development now (partially) gone in time. Starting digitalgeneration.be (2010), I created my first 'responsive' website. In the era of non-existing css frameworks this was a nice accomplishment having it scale for larger screens. While developing this idea, the website for [www.delicieux-gent.be](http://www.delicieux-gent.be) (2010) was born. A CMS in PHP with ordermanagement and ticket printing was the icing on the cake.

From time to time a weaker moment in design was allowed, to be remembered for all times. For me this is and will always will be [www.hdecley.be](http://www.hdecley.be) (2010). Not my brightest design, still kicking it after 8 years without a glitch though!

A reboot of my personal site brought Bootstrap and jQuery to the game. With version 2 of digitalgeneration.be (2014) I discovered that being lazy wasn't that bad. Template galore and here came [www.compoint.be](http://www.compoint.be) (2014) , [www.topramen.be](http://www.topramen.be) (2014) and many more. When [www.lehomardrouge.be](http://www.lehomardrouge.be) (2015) wanted a new version we went all out with Codeigniter and learned what OOP and MVC was all about. Not wanting to sit still, we left the pre-made sites for what they were and went back to show some creativity. [www.advocaatdeschryver.be](http://www.advocaatdeschryver.be) (2016) shows that complicated isn't always better. Bringing all my skills together, I created an entire custom webshop: [www.longboardcave.com](http://www.longboardcave.com)

Hard bots on mansion thinking you pro!  
Counter Strike 1.6- 2003  
GAMING / PC'S

</projects>

<career>

**DD ICT**  
Jul 2016- Jan 2018  
**Project manager**  
Building a complex custom built CMS that manages +400 subsites. The project is made in a heavily modified version of Codeigniter and runs in a fully dockerized development environment. All this managed in Gitlab with CD in mind. The use of Elasticsearch was a nice challenge but loads of fun!  
Sint-niklaas | <http://dddistribution.be>

**Digital Generation**  
Jun 2015- Jul 2016  
**Lone developer**  
Venturing the world on my own, I started a business where the main focus was on HMVC. One year, one custom webshop. The result finally showed off all the years of hard work. I am a proud man.  
Destelbergen

**Compoint**  
Jul 2014- Jun 2015  
**Lead developer**  
When the focus of the business shifted towards development and services, i was asked to become the lead developer of the team. As my passion was always coding, it didn't take long to accept. Expanding my skills and deep diving into Codeigniter gave some fancy results. We were getting there!  
Ghent | <http://compoint.be>

**Compoint**  
Aug 2013- Jun 2014  
**Store manager**  
When opening a new store in Zelzate, I was blessed with the power to choose the store layout & design and keep things organized. My work included common tasks such as basic bookkeeping but went as far as managing a 4 man team satisfying (almost) every customer. I discovered the world of frameworks and MVC. Man what a time to be alive!  
Zelzate | <http://compoint.be>

**Compoint**  
Jun 2011- Aug 2013  
**PC Technician**  
My fist job that had anything close to do with development. I became a technician and gradually built myself up to Head technician. From time to time I would build your out-of-the-box website but nothing fancy yet.  
Ghent | <http://compoint.be>

</career>

<contact>

Deep Blue won its first game against Garry Kasparov  
Feb. 10, 1996- Philadelphia, USA  
CHESS / AI

</contact>