ARNE OLEMANS

GAMEPLAY DEVELOPER

CONTACT

www.arneolemans.com

arne.olemans@outlook.com

GitHub

LinkedIn

EDUCATION

DIGITAL ARTS & ENTERTAINMENT (HOWEST)
2022 - 2025
Game Development

ERASMUS - ABERTAY UNIVERSITY
2024 Sep - 2024 Dec
Game Development

SKILLS

- C++
- Unreal-Engine 4/5
- UE-Networking/Replication
- GAS
- Genetic algorithm - Neural network
- Unity
- DirectX11/Vulkan
- PhysX/SDL/GLM/Stb/XInput/ ImGui/SoLoud/SteamWorks
- Git/Perforce/TortoiseSVN
- Visual Studio(Code)/Rider

ABOUT ME

I always had an inner need to find out how the games I enjoyed worked. This led me to game development from a very young age.
Besides, I also get energy from maintaining an active social life. I go to music shows regularly and enjoy running on a semi-weekly basis. As a creative outlet I practice guitar.

LANGUAGES

- English - C1 (Advanced)
- Dutch - Mother tongue
- Czech - Currently learning

WORK EXPERIENCE

GoldKnights
C++/Unreal-Engine Developer
Feb - Jun 2024
Internship

- 4 Months internship at a double-A studio in Prague.
- Unreal-Engine 4/5
- C++
- TortoiseSVN
- Teamwork/communication (with artists/other developers)
- On-site and remote.

PROJECTS

ThreeForSimple
Multiplayer Third-Person-Shooter
Sep 2025 - Present
Solo Project

- Unreal-Engine 5.6
- C++
- GAS
- Networking/Replication
- AnimEvents
- Interfaces/Components
- Git
- Rider
- Replication all code
- Listen & Dedicated server
- Hashed based Inventory system
- GAS event tags
- Melee, Projectile & Hitscan weapon
- Menu/Lobby system

ReVengine
Custom game-engine
Oct 2024 - Jan 2025
Solo Project

- C++
- DirectX11
- PhysX
- Multi SDL/SDL2
- ImGui, SoLoud, Stb, Glm
- Git
- Visual Studio
- Component-based game-objects
- SDL for input
- PhysX for collisions
- DirectX11 for rendering
- ImGui for UI/HUD

Form Frenzy
Party Co-Op form matcher
Jan - June 2024
Team Project

- Unity
- C#
- Perforce
- Visual Studio
- Programmer
- Game designer
- Communication between artists and programmers
- Game trailer actor.

WORKING ON

ThreeForSimple
Continuing the development of this Third-Person-Shooter to keep improving my Unreal-Engine skills

Mobile game industry (USP)
Together with a marketing student I am diving deep in the opportunities that the current mobile game industry could offer.

REFERENCE

Petr Bubik
GoldKnights - Unreal-Engine engineer - Internship supervisor

LinkedIn