



ARNE OLEMANS

GAMEPLAY DEVELOPER

CONTACT

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[GitHub](#)



[LinkedIn](#)

LOCATION

Belgium - Flexible
Ready to relocate

EDUCATION

DIGITAL ARTS &
ENTERTAINMENT (HOWEST)
2022 - 2025

Bachelor: Game Development

ERASMUS - ABERTAY
UNIVERSITY - DUNDEE
2024 Sep - 2024 Dec
Research & 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 spend the majority of my days teaching myself new programming skills. The journey to perfection is never ending. This is the main reason programming always appealed to me. 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** Feb - Jun 2024
C++/Unreal-Engine Developer
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** Sep 2025 - Present
Multiplayer Third-Person-Shooter
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** Oct 2024 - Jan 2025
Custom game-engine
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** Jan - June 2024
Party Co-Op form matcher
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](#)