



ARNE OLEMANS

GAMEPLAY DEVELOPER

CONTACT

 www.arneolemans.com
 arne.olemans@outlook.com

 [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
Internship
C++/Unreal-Engine Developer

- 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 - Nov 2026
Solo Project
Multiplayer Third-Person-Shooter

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

● **RatCraft** Dec 2025 - Current
Solo Project
A Minecraft clone

- C++
- Unreal-Engine 5.6
- Block faces optimization
- Chunk (un)loading
- Random world generation
- Seed based Perlin noise
- Inventory system

● **ReEngine** Oct 2024 - Jan 2025
Solo Project
Custom game-engine

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

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

- Unity
- C#
- Perforce
- Programmer
- Game designer
- Communication between artists and programmers

WORKING ON

RatCraft
Continuing the development of this RatCraft to keep improving my Unreal-Engine and optimization 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](#)