



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**
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 - Nov 2026
Solo Project
 - 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**
A Minecraft clone
Dec 2025 - Current
Solo Project
 - C++
 - Unreal-Engine 5.6
 - Block faces optimization
 - Chunk (un)loading
 - Random world generation
 - Seed based Perlin noise
 - Inventory system
- ReVengine**
Custom game-engine
Oct 2024 - Jan 2025
Solo Project
 - 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**
Party Co-Op form matcher
Jan - June 2024
Team Project
 - 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](#)