

Arne Sercu – Curriculum Vitae

Address: 7 Regatta Court, Oyster Row, CB5 8NS, Cambridge

Phone: BE: +32 479 77 95 91

UK: +44 7305 482 018

E-mail: sercu.arne@gmail.com

Portfolio: asercu.github.io

Birthdate: 19th of November, 1993

Birthplace: Ghent, Belgium

Nationality: Belgian

Personal Skills

Technical skills

Programming languages:

- strong knowledge of
 - C++
 - C#
 - Java
 - HLSL
- Experience with
 - HTML
 - CSS
 - PHP
 - Javascript
 - SQL
- basic knowledge
 - system administration

Software experience:

- Visual studio
- Unity, Unreal
- Working in a custom Engine
- Photoshop
- 3DS Max

Libraries:

- DirectX
- SDL
- PhysX
- FMOD

Language skills

Mother tongue: Dutch

Fluent in English

Base understanding of French

Work Experience

Programmer at Frontier Developments plc. (09/2020 - 11/2020)

After my time at Climax I worked for a short period at Frontier Developments.

Programmer at Climax Studios (02/2019 - 08/2020)

I started at Climax Studios as an intern. My internship lasted for four months and I got a full time contract about halfway in. After the internship I stayed on right away and I have been working here since. Here I got my first real experience in the industry and I have worked on several shipped games: the 2019 GRID reboot, F1 2020 and Wasteland 3. I spent most time on Wasteland 3, working mainly on the perks system in close collaboration with the designers.

Internship at Cartamundi Digital (2016)

I did my internship for my first bachelor's degree at Cartamundi Digital. During this internship I worked on the Play That Card app among a couple of other things. This app was my first real introduction to the Unity engine and a great learning experience.

Other Experience

During my time as a student I did various jobs in the summer where I learned valuable communication skills. These jobs include working as an animator in a team of volunteers for children, working at a festival where I was part of the crew to help build up stages, accompany artists and do crowd control during the events. I also worked a few months in a car factory at the assembly line.

Education

01/09/2016 – 30/06/2019 – Digital Arts and Entertainment, Kortrijk (Belgium)

This bachelor's degree at Howest University College is focused on Game Development.

This degree focuses on programming for video games using C++ and 3D API's. During this bachelor's degree I learned about all aspects of video games including but not limited to C++ programming, using libraries such as DirectX and FMOD, using Game Engines and 3D asset pipeline. Digital Arts and Entertainment has been elected as best game development school by the rookies for 2017 and 2018.

01/09/2012 – 30/06/2016 – Bachelor's degree in Electronics – ICT, ICT, Ghent (Belgium)

This is my first bachelor's degree at Odisee and is a general IT degree. I learned a wide IT base containing web development, programming, networking and system administration.

01/09/2009 – 30/06/2012 – Industrial Sciences

This secondary education contains general subjects such as math, physics, chemistry and languages as well as more technical subjects such as mechanics, electronics and pneumatics.