Arne Sercu – Curriculum Vitae

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Birthdate: 19th of November, 1993
Birthplace: Ghent, Belgium
Nationality: Belgian

Personal Skills

Technical skills

Programming languages:
Strong knowledge:
- C++
- C#
- Java
- HLSL

Experience with:
- HTML
- CSS
- PHP
- Javascript
- SQL

Basic knowledge of system administration

Software experience:
- Visual studio
- Unity
- Unreal
- Photoshop
- 3DS Max

Libraries:
- DirectX
- SDL
- PhysX
- FMOD
- .NET

Language skills

Mother tongue: Dutch
Fluent in English
Basic understanding of French

Communicational skills

Good communication skills in a team gained from working in the crew of "Gent Festival van Vlaanderen"
(All-around work on a festival ranging from building stages, setting up the instruments and crowd control).

Good communication skills with people of all ages gained by volunteering at the playground (an organization that organizes activities for children during summer).

Education

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

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

01/09/2018 – 31/12/2018 – Erasmus study at Abertay University, Dundee (Scotland)

In my third year of DAE, I went on Erasmus to University of Abertay in Scotland. For this Erasmus I could choose my courses. The first course I chose was Graphics Programming with shaders. At DAE I had learned quite a bit already, but I felt I could improve my knowledge. The second course I chose was Applied Game Technologies, the final product of this course will be an Augmented Reality game for the Playstation Vita. Finally, I chose Audio for Games since this topic was not really addressed in DAE, other that some basic FMOD integration.

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

My first bachelor`s degree at Odisee 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.

Work Experience

01/2016 – 06/2016 – Internship at Cartamundi Digital

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 other things. This app was my first real introduction to the Unity engine and a great learning experience.

Summer jobs at "Festival van Vlaanderen"

I was part of the crew that did logistics work for the festival for five summers. This job included building stages, helping artists set up their gear, and assisting the crowds to keep everything running smoothly. The events ranged from big events like OdeGand (a lot of concerts all over the city of Ghent) to classical concerts in the St Bavo Cathedral.

Volunteering at the playground and Grabbelpas

These are activities for children to participate in during their school breaks; I volunteered with them for six years. At the playground there are about 15 volunteers who create activities for ages 3 to 12 and we must do so based on how many children show up that day. I learned a great deal about working in a team and flexibility because of this. Grabbelpas on the other hand requires children to register for specific activities. It was our task to make the activity happen in within the description that was provided with 2 to 4 people, depending on the activity. Here I learned to work with given restraints to fulfill expectations.