Arne Sercu – Curriculum Vitae

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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
- Photoshop
- 3DS Max

Libraries:

- DirectX
- SDL
- PhysX
- FMOD
- .NET

Language skills

Mother tongue: Dutch
Fluent in English
Base understanding of French

Work Experience

Programmer at Climax Studios (02/2019 - current)
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 one shipped game, the 2019 GRID reboot. On my current project I am working as a gameplay programmer, communicating with the game designers to implement the design according to spec.

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 videogames 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 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.