

# ARNE OLEMANS

Game Developer

## PROFILE

### Name

Arne Olemans

### Date of birth

09 May 2004

### Phone number

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### E-mail

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### Website

[www.ArneOlemans.com](http://www.ArneOlemans.com)

## SOCIAL MEDIA

### LinkedIn

<https://www.linkedin.com/in/arne-olemans-5b0a03253/>

### GitHub

<https://github.com/KnipTang>

## STUDENT JOBS

2021	<b>Gardener</b> In Diest
2020	<b>Blankedale</b> Factory worker

## EDUCATION

2022-2025	<b>Bachelor - Game Development</b> Digital Arts and Entertainment
2024-2024	<b>Bachelor - Game Development(Erasmus)</b> Abertay University
2020-2022	<b>Informatics</b> KsDiest

## EXPERIENCE

2024	<b>KnipTang-Engine</b> C++ custom game engine	2024	<b>GeneticAlgo-Flappy Bird</b> Neural network that play Flappy Bird perfectly using a genetic algorithm
2024	<b>Form Frenzy</b> Group project - Indie title - Unity	2023	<b>Unwrap volunteer / Game Jam participant</b> Game industry networking event - GameJam game: Ride of Giri
2024	<b>BlurMePIs</b> In real time face blur - OpenCV	2022	<b>Cegeka</b> ICT - Internship

## SKILLS

### Main Languages

- C++
- C#

### Second Languages

- Html/CSS/Flexbox
- JavaScript
- Ruby

### Human Languages

- English
- Dutch

### Game Engines

- Unity 5
- Unreal 5

### Source Control

- Git
- Perforce

### IDE

- Visual Studio
- VSCode
- Qt creator

### Frameworks/Libraries

- GLM
- SDL
- OpenGL
- OpenCV
- Dear ImGui
- WPF
- GLFW
- Qt
- Vulkan
- DirectX11