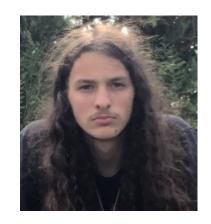
CV

ARNE OLEMANS

Game Developer



PROFILE

Name

Arne Olemans

Date of birth

09 May 2004

Phone number

+32 468 18 28 13

E-mail

arne.olemans@outlook.com

Website

www.ArneOlemans.com

SOCIAL MEDIA

LinkedIn

https://www.linkedin.com/in/arn e-olemans-5b0a03253/

GitHub

https://github.com/KnipTang

STUDENT JOBS

2021 Gardener

In Diest

2020 Blankedale

Factory worker

EDUCATION

2022-2025 **Bachelor - Game Development**

Digital Arts and Entertainment

2024-2024 **Bachelor - Game Development(Erasmus)**

Abertay University

Informatics 2020-2022

KsDiest

EXPERIENCE

2024 **KnipTang-Engine** 2024 GeneticAlgo-Flappy Bird

2023

C++ custom game engine

2024 Form Frenzy

> Group project -Indie title - Unity

BlurMePls 2024

> In real time face blur - OpenCV

Neural network that play

Flappy Bird perfectly using a genetic algorithm

Unwrap volunteer /

Game Jam participant

Game industry networking

GameJam game: Ride of Giri

2022 Cegeka

SKILLS

Game Engines Main Languages

- (++
- C#
- Second Languages
- Html/CSS/Flexbox
- JavaScript
- Ruby
- **Human Languages**
- English
- Dutch

- Unity 5
- Unreal 5
- **Source Control**
- Git
- Perforce
- IDE
- Visual Studio
- VSCode
- Ot creator

Frameworks/Libraries

ICT - Internship

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