

Arno Poppe

26 October 1999

9340 Lede - Belgium
(+32) 496 30 83 26
minoarno@gmail.com

EXPERIENCE

Myron Games, Mons — *Junior Programmer*

OCTOBER 2022 - MARCH 2025

The designing of the code base of some projects, maintaining existing code and coding the game loop.

ACS Computers, Wetteren — *Intern*

FEBRUARY 2017 - FEBRUARY 2017

Repairing computers and installing printers.

EDUCATION

Digital Arts & Entertainment, Kortrijk — *Bachelor Degree*

OCTOBER 2017 - JUNE 2023

Major - Game Development

Scholengroep Sint-Maarten, Aalst — *Secondary Diploma*

SEPTEMBER 2015 - JUNE 2017

Major - Network & IT

PROJECTS

Underworld Overseer @Myron Games — *VR Game*

JANUARY 2023 - MARCH 2025

Responsible for planning and maintaining the code structure and supporting the 3D artists and the sound designer.

[Underworld Overseer Meta Page](#)

Deisim @Myron Games — *VR Game*

OCTOBER 2022 - MARCH 2025

Mainly fixing bugs, optimizing and maintaining an established codebase, developing shaders and creating AI logic for traders.

[Deisim Meta Page](#)



SKILLS

C++, C#, .NET, html, UML, SQL, HLSL, Python

Unity, Unreal

Perforce, Github, Plastic SCM

LANGUAGES

Dutch - Mother Tongue

English - C2

French - B1

LINKS

[LinkedIn](#)

[Github](#)

[Portfolio](#)