

# 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

## SKILLS

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

Unity, Unreal

Perforce, Github, Plastic SCM

## LANGUAGES

Dutch - Mother Tongue

English - C2

French - B1

## 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](#)

## LINKS

[LinkedIn](#)

[Github](#)

[Portfolio](#)

### **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](#)