

# 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

Planning the code structure and programming the game loop.

[Underworld Overseer Meta Page](#)

### **Deisim @Myron Games** — *VR Game*

OCTOBER 2022 - MARCH 2025

Mostly bug fixing, refactoring and writing the trading AI.

[Deisim Meta Page](#)



## SKILLS

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

Unity, Unreal

Perforce, Github, Plastic SCM

## LANGUAGES

Dutch - Mother Tongue

English - C2

French - B1

## LINKS

[LinkedIn](#)

[Github](#)

[Portfolio](#)