

SIMON KETE

Junior Software Developer

PROFESSIONAL SUMMARY

Dynamic and tech-savvy intern at Arctur D.o.o, adept at problem-solving and creativity. Contributed to product feature development, enhancing user experience while managing project timelines and budgets. A fast learner with strong analytical thinking, I effectively supported teams, allowing for a focus on high-priority tasks.

PROFESSIONAL EXPERIENCE

Intern, 01/2024 - 03/2024

Arctur D.o.o, Nova Gorica (Remote)

- Supported staff members in their daily tasks, reducing workload burden and allowing for increased focus on higher-priority assignments.
- Analyzed problems and worked with teams to develop solutions.
- Collected, arranged, and input information into database system.

Intern, 04/2023 - 06/2023

Arctur D.o.o, Nova Gorica

- Assisted in development of new product feature, contributing to user-friendly experience.
- Gained valuable experience working within a specific industry, applying learned concepts directly into relevant work situations.
- Created and managed project plans, timelines and budgets.

EDUCATION

Bachelor of Science, Informatics, Expected in 07/2025

Višja Strokovna Šola - Nova Gorica, Slovenia

GAME DEVELOPMENT, 3D PROGRAMMING, OPENGL, GAME ENGINES, SPORT

I have **1 year of experience** in **game development** and **3D programming**, with hands-on work using technologies such as **OpenGL**, **Unity**, and custom-built **game engines**. During this time, I've developed a wide range of projects, from experimental prototypes to fully functional systems. Some highlights include:

- **Voxel-based games:** Developed a voxel shooter inspired by *Ace of Spades* and implemented a procedural **marching cubes terrain system** in Unity.
- **OpenGL Minecraft clone:** Built a basic *Minecraft-style* game using **OpenGL and C++**, handling chunk management and



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newars



[Bold Profile](#)

SKILLS

Fast learner

Quick learner

Computer skills

Problem-solving

Creativity and innovation

Tech-Savvy

Self motivation

Analytical thinking

Brand development

Creative and resourceful

rendering manually.

- **Custom rendering pipeline:** Designed and implemented my own **OpenGL-based rendering engine**, with support for **model importing, skeletal animation**, and **terrain rendering**.
- **Physics simulation:** Integrated **Bullet Physics** into my engine to simulate realistic collisions and dynamics.
- **GPU ray tracing:** Created a **real-time raytracer** using GPU acceleration and a **Bounding Volume Hierarchy (BVH)**.
- **Voxel ray tracing:** Built a simple real-time **voxel raytracer** using **Sparse Voxel Octrees (SVOs)** for efficient scene representation.
- **Multiplayer networking:** Added basic **multiplayer support** to my custom engines, including simple client-server communication.

I enjoy tackling **systems-level challenges**, building tools and engines from scratch, optimizing and pushing technical boundaries—especially in **3D graphics**.