

Arne Cools

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29/09/1996

Education

2011 – 2014

High school – Human Sciences @ Koninklijk Atheneum Malle

2014 – 2017

Bachelor in Multimedia Technology – Virtual Productions @ Karel De Grote University College (Graduated)

2017 – present

Bachelor of Applied Information Sciences @ Karel De Grote University College (graduating in 2020)

Skills

I've made multiple CRUD applications in **ASP.NET Core** with **Entity Framework** and **Java Spring**.

I've worked on the backend from websites using **Express.js**

I programmed multiple games and programs using **C#** and **C++** in **Unity** and **Unreal Engine**

I have programmed multiple applications in **Java** and also used **Android Studio** and **JavaFx**.

I can build database models from scratch and make them using **SQL**.

I have knowledge of/can work with multiple software design patterns. (MVC/P, GRASP, SOLID, ...)

I can find my way around with **CSS** and **HTML** and create websites.

I have built websites using the frameworks **Vue.js** and **Angular**.

I can work with **Adobe Photoshop**, **Première Pro** and have basic knowledge in **Illustrator**.

I have knowledge on how **a computer** works and on how to set up **a network** using **routers** and **switches**.

I have experience in **animating** and **creating models** in **Cinema4d**.

I have worked with **electronic circuits** and **Arduino**.

I've worked in agile project management like **scrums** with the help of **Git**.

Highlights

City of ideas

Web application

Tools used:

ASP.NET Core, Javascript, Photoshop, Bootstrap

Escape room

Virtual reality escape room game

Tools used:

Unreal Engine, C++ , HTC Vive

Deep Down Escape

First person puzzle game

Tools used:

Unreal Engine, C++

Fill	Puzzle game
Tools used:	JavaFx
Come shop with us!	Fictive film poster
Tools used:	Cinema4D, Adobe Photoshop
Portfolio website	My portfolio website
Tools used:	Html, Css, Javascript, Adobe Photoshop

More information about my works can be found on www.arnecools.com

Strengths

- + Finding solutions
- + Dedicated to work
- + Critical thinker
- + Flexible
- + Open to new knowledge

Internship

Jan 2017 – May 2017

Blugri software + services BVBA

Blugri is an indie game development studio located in Brussels. During this period I worked on a number of mobile games made by the company: Sudoku, Circuits, Solitaire and Metroflow.

Work experience

August 2019 – Present

Adshot.io

Adshot is an easy-to-use platform on which brands can offer sponsorships to influencers. I Started here in august 2019 as a Full Stack Developer. At Adshot we make use of Vue.js/Nuxt.js front-end and node.js/express.js back-end.