

# Arne van der Lei

Game Developer

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## EXPERIENCE

### DTT, Amsterdam — *Technical Lead*

2020 - 2022

Developing backend in Unity, everything from visual to code design. Optimizing and debugging large live projects. Responsibility for successful delivery. Coaching team members and interns. Reporting to management. Estimating cost and impact of projects.

### DTT, Amsterdam — *Game Developer*

2019 - 2020

Developing backend in Unity, everything from visual to code design. Responsibility for successful delivery. Coaching interns. Reporting to management.

### LCP, Oostkamp — *Junior Developer*

2016 - 2018

### Datacenter Oostkamp — *Infrastructure Technician*

2010 - 2015

## EDUCATION

### Digital Arts & Entertainment, Howest University of Applied Sciences - Kortrijk - Bachelor's degree Game development

2015 - 2019

Won The Rookies in 2017, 2018, and 2021. [Ranking](#) & [detail](#).

### Informatics, Brugge

2013 - 2015

### Industrial Science, VTI Brugge

2008 - 2013

## PROJECTS

### Professional Projects — [Check out](#)

### Fun Projects — [Have fun](#)

## IN MY SPARE TIME

Watching anime, Gaming, Creating games

## Software

Unity (5+ years)

Unreal (3+ years)

Blender, 3DS Max(5+ years)

## Languages (Coding)

C# (5+ years)

C++ (3+ years)

Web (JS/HTML)

HLSL (5+ years)

GLSL (7+ years)

## Devices

PC

Android

IOS

Quest

## Topics

ECS

Object-Oriented  
Programming

Behavior tree's

Networking

Photon

Source Control

## Languages (Speaking)

Dutch: mother thong

English: fluent read, write and  
speak