



passwerk

Jarne W

22

REGION

Ghent - Kortrijk - Brussels

PROFILE

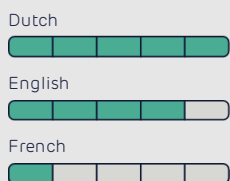
I'm a backend programmer specializing in game development, with experience in C#, C++, Unity, Unreal Engine 4 & 5, and Roblox. Besides my games background, I'm also curious and motivated to further develop my skills in other programming domains.

You can find my own website & projects on:
<https://jarnewieme.com/>

PERSONAL SKILLS

- ✓ **AMBITIOUS**
- ✓ **ATTENTION TO DETAIL**
- ✓ **ENTHUSIASTIC**
- ✓ **FLEXIBLE**
- ✓ **HELPFUL**
- ✓ **MOTIVATED**
- ✓ **PROBLEM SOLVING**
- ✓ **RELIABLE**

LANGUAGES



EDUCATION

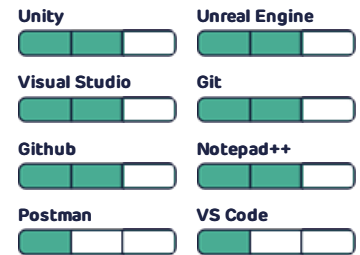
2024	Digital Art and Entertainment - Game Development Howest Kortrijk
2021	Technical Science Sint-Franciscus Evergem

TECHNICAL SKILLS

PROGRAMMING



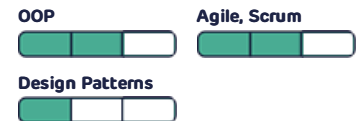
SOFTWARE



DATABASES



METHODOLOGIES



PROFESSIONAL BACKGROUND

06.2025 - Present

Unity Game Developer
Indie Games

02.2024 - 06.2024

Internship
Say It Labs

Indie Games

Unity Game Developer

Description:

Developing the prototype of a game idea. Currently I do everything myself this includes programming, temporary art and temporary sound.

Tasks:

- Implementing UI logic in C#
- Developing game mechanics and data handling in C#

Technologies:

- Programming: C#
- Software - tools: Unity 6, VS code, Git, Visual Studio
- Frameworks - methoden: OOP, Component-based design, Event-driven pattern, Scriptable object architecture

Say It Labs

Internship

Description:

Worked on four small game prototypes that use speech recognition technology as the main mechanic. The company's goal is to make speech therapy more engaging and accessible for young children. These games can be played anytime and anywhere, giving kids more opportunities to practice beyond their weekly therapy sessions. A description: some screenshots and a video can be found on my website: <https://jarnewieme.com/>. The names of the projects are: Fijit, Train game, Speech dash, Block game.

Tasks:

- Developing game mechanics in C#

Technologies:

- programming: C#
- Software - tools: Unity, VS code, Git, Visual Studio
- methoden: OOP, Component-based design, Event-driven pattern, Scriptable object architecture