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|  |  | Ayoub Lamdaghri  Game/Software developer |
| **Profile**  Date of Birth: 17-11-1997  Birthplace: Hilversum  Team player, Ambitious  Phone Number:  0636334239  E-mail: Ayoublam@hotmail.nl  Hobby's:  Gaming  Board Games  Watching Movies  Acting  Miniature Painting  Portfolio: <https://ayoublam1997.github.io>  Drivers License A  **Languages**  Dutch  Engels  **References**  **Monique Maquine**:  Koninklijke Landmacht  Simulatiecentrum Landoptreden M.Maquine@mindef.nl |  | **DEGREES**  **Breda University of Applied Sciences – Creative Media and Game Technologies Programmer**  September 2022 – Present  Programming, C++, Unreal, Graphics, Gameplay, Engine, Perforce, Git, Teamwork, Networking  **Grafisch Lyceum Utrecht – Game Developer**  September 2017 – June 2021  Programming, Unity, C#, MySQL, TCP multiplayer server, Javascript, Game Design, Maya/Blender  **ROC Midden-Nederland – IT Management Employee**  September 2015 – Juni 2017  Linux, Troubleshooting, networking, helpdesk, Setting up Computers, Customer Service  **Work Experience**  **AxionContinu – Internship Helpdesk Colleague**  September 2016 – February 2017  Setting up Computers, Setting up Phones, troubleshooting, helpdesk, TOPDesk, Citrix VM  **Stenniz Workshops – Internship Game Developer**  February 2020 - Juni 2020  Software development, programmeren, VR, Git, mobile development  **Koninklijke Landmacht Simulatiecentrum Landoptreden – Internship Game Developer**  September 2020 - February 2021  Mobile app development, Android studio, Javascript, Programming, Git, plugins & library’s, Simulations  **Teleperfromance Corona Vaccinatielijn, GGD - Callcenter Employee**  Augustus 2021 - November 2021  Planning Corona Vaccinations, Answering Questions, Customer Service, CallCenter, Checking Personal Data  **Liquid Ice Studios - Game Developer**  November 2021 - Mei 2022  Unity developer, Programming, Git, Optimization, plugins & libraries, Jira  Soft Skills:  Communication  Teamwork  Leadership  Critical Thinking  Empathy  Adaptability  Hard skills:  C#  C++  Unreal Engine  Unity  Networking  Git  Perforce  Jira  Codecks |