



PROFILE

I am always busy with computers. Be it gaming with my friends or writing a program. I really like the challenges in this. You can always learn something new when you are programming.

CONTACT

LINKEDIN:

<https://www.linkedin.com/in/liam-van-slingerlandt-897680257/>

PORTFOLIO:

<https://liamvanslingerlandtportfolio.azurewebsites.net/>

ITCH.IO/GITLAB/GITHUB:

<https://boromoi.itch.io/>

<https://gitlab.fdmci.hva.nl/slingel>

<https://github.com/Boromoi>

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HOBBIES

Programming,
Gaming,
Fun out with friends,
Judo and Fitness.

LIAM VAN SLINGERLANDT

Game Developer/Designer

EDUCATION

Hoge school van Amsterdam

Sep 2021 – verwacht Juli 2025

Bachelor's degree, HBO-ICT: Game Development (fulltime)

ROC van Flevoland

Sep 2019 – Juni 2021

Vocational Degree, Software Developer (have done accelerated exams.) (MBO)

Nautilus College Almere

Sep 2016 – Juni 2019

High School, Preparatory Secondary Vocational Education degree (have done accelerated exams.) (TL)

EXPERIENCE

Agiboo B.V.

April 2021 – Juni 2021

I did an internship at Agiboo for the ROC. For the communication there we worked by using Scrum. And we used Agile Development to work in Sprints. As for the software it was written in C#, which is used for the Agiblocks application. This application simplifies commodity trading.

Albert Heijn stock clerk

September 2019 – 2020

As a stock clerk it was my job to make sure all the stocks were clean and organized, so that the customer would be more likely to buy an item. Further I would also provide customer service like, giving directions so that they could find the item's they were looking for.

SKILLS

- Unity
- C#
- SQL
- C++
- Java
- Python
- HTML
- CSS
- JavaScript
- PHP
- Git/Sourcetree
- Visual Studio
- Figma
- Scrum/Agile development
- Unit Testing
- Writing Game design documents