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|  |  | lIAM van Slingerlandt  Game Developer/Designer |
| 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/ITCH.IO/GITLAB/GITHUB:  <https://liamvanslingerlandtportfolio.azurewebsites.net/>  <https://boromoi.itch.io/>  https://gitlab.fdmci.hva.nl/slingel <https://github.com/Boromoi>  ADRESS: Bacchusstraat 15  1363 ZA Almere  TELEPHONE:  06-49787535  EMAIL:  [LiamVanSlingerlandt@gmail.com](mailto:LiamVanSlingerlandt@gmail.com) Hobbies Programming,  Gaming,  Fun out with friends,  Judo and Fitness. |  | 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 |