

TYCHO TUITERT

CONTACT

Tycho.tuiter@outlook.com

Enschede, 7523SC, The Netherlands

Education

Bachelor of Science Creative Media & Game Technologies

09/2020 - Expected 07/2024
Saxion University of Applied Sciences
Enschede, The Netherlands
- Propeadeutic - Summa Cum Laude
- Programmer/Engineer track

Pre-Master Interaction Technology

02/2023 - 07/2023
University of Twente
Enschede, The Netherlands
- Cum Laude
- Courses followed: Mathematics, Academic Writing, Artificial Intelligence, Cognitive Ergonomics, Probability Theory, Python Programming and Statictics

VWO

02/2023 - 07/2023
Isendoorn College
Zutphen, The Netherlands
- Pshycis & Science track
- Graduated in: Mathematics B, Physics, Chemistry, NLT, Economics, Dutch, English and German

Links

Portfolio

<https://tychotuitert.dev>

LinkedIn

<https://www.linkedin.com/in/tychotuitert/>

GitHub

<https://github.com/CallMeTy/>

Languages

Dutch

Native

English

Fluent

German

Conversational

Experience

XR Game Developer

Saxion XR Lab | Enschede, The Netherlands | Internship

09/2022 - 02/2023

- Utilizing C++ and Unreal Engine 5 to program and a develop a VR simulation for training doctors in performing an intubation.
- Utilizing Python and Docker to create a deepfake creation workflow.
- Joined an ongoing project and smoothly integrated into the team, actively participating in teamwork, communication, and problem-solving.

VR Game Developer

HAN University of Applied Sciences | Arnhem, The Netherlands | Part-time

09/2022 - 02/2023

- Utilizing C# and Unity to program, design and a develop a VR Prototype for usage and demonstration in their studies.

Gameplay Programmer

Ancient Turtle Studios | Enschede, The Netherlands | Part-time | Startup

04/2022 - Current

- Utilizing blueprints and C++ in Unreal Engine 5 to develop VR interactive physics, Inverse Kinematic VR rig implementations, general gameplay functionalities and networking implementations.
- Utilizing C# in Unity to develop VR Bow & Arrow interactions & physics, integrate UI, Inverse Kinematic VR rig implementations, general gameplay functionalities and networking implementations.
- Engaged in effective communication and collaborative problem-solving within a team, contributing to the accomplishment of successful project outcomes.

Hard Skills

Programming

- Proficient in C#, C++, Python, 3D Mathematics, Unreal Engine Blueprints and Processing (java)
- Experienced in OpenGL, HTML, CSS, JavaScript and Arduino

Software

- Proficient in Unity, Unreal Engine 4 & 5, Docker and GIT
- Experience with Photoshop and Illustrator

Target Platforms

- Experience with creating applications for PC, (standalone) VR, mobile and web.

Soft Skills

- Communication
- Teamwork
- Problem-solving
- Empathy
- Flexibility
- Work Ethic
- Studios
- Creative
- Leadership
- Research
- Very curious
- Self-motivation

Interests / Hobbies

- Hiking
- VR
- Cooking
- Turtles
- Gaming
- Game Programming
- Hosting game servers
- Visiting the Zoo