

# 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

09/2014 - 07/2020  
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/CallMeTyy/>

## Languages

### Dutch

Native

### English

Fluent

### German

Conversational

## Experience

### XR Developer

#### SeriousXR | Enschede, The Netherlands | Graduation Internship

02/2024 - current

- Utilizing C# and Unity to program, design and develop a MR Emergency Reponse training foccused on testing stressors.
- Researching and user testing different stress factors and measuring stress

### XR Game Developer

#### Saxion XR Lab | Enschede, The Netherlands | Internship

09/2022 - 02/2023

- Utilizing C++ and Unreal Engine 5 to program and 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
- Studious
- Creative
- Leadership
- Research
- Very curious
- Self-motivation

## Interests / Hobbies

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