

# Curriculum Vitae

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## Profile

As a junior game developer, I'm patient, work hard and motivated to learn.  
I have experience working with tight deadlines and can perform during stressful situations.  
I like to receive and give feedback and if feedback is unclear to me I will continue to ask questions until I precisely understand the feedback.  
My free time is mostly spent on programming.

## Education

### Mediacollege Amsterdam

Game Development MBO

Start: 9-2014 Expected end: 6-2018

### Marecollege

Secondary school VMBO-T

## Work Experience

### Little Chicken game company

Game Developer Intern

Start: 3-2017 Expected end: 7-2017

[www.littlechicken.nl/](http://www.littlechicken.nl/)

### A-Soft

Websites scripting and design

<http://www.a-soft.nl/>

### vdBaan Media

Photo editing

<http://www.vdbaan-media.nl/>

## Abilities

Programming languages: C#, JavaScript, HLSL, PHP, MySQL, ActionScript, HTML, CSS

Programs: Unity, Unreal Engine, Shaderforge, SourceTree, Photoshop

Social Skills: Experience with leading projects, SCRUM

## Hobbies

Fitness, Gaming

## Languages

Dutch, native

English, fluent