

Curriculum Vitae

Name: Brand, Daniel
Residency: Alphen aan den Rijn, the Netherlands
Tel: +31657580000
E-mail: idaniel95@me.com
Date of Birth: 10-08-1995
Nationality: Dutch
Website: www.danielbrand.nl
GitHub: [GitHub](https://github.com/danielbrand)
LinkedIn: [LinkedIn](https://www.linkedin.com/in/danielbrand/)



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/

A-Soft

Websites scripting and design

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

vdBaan Media

Photo editing

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

Abilities

Programming languages: C# (Unity), JavaScript (Canvas), PHP, MySQL, HLSL (Unity), AS3, HTML, CSS

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

Social Skills: Experience with leading projects, SCRUM

Hobbies

Fitness, Gaming

Languages

Dutch, native

English, fluent