

# Steph Smout



## Bio

03 / 03 / 2006

Hello! My name is Steph Smout and I'm a game developer.

I'm currently studying at Grafisch Lyceum Utrecht and I have a high motivation to keep getting better and learn more.

I also have experience in 2D art (Sprites, PixelArt and general art) with a bit of experience in 3D modelling, texturing and animation.



## // Contact //



[stephaniesmout14@gmail.com](mailto:stephaniesmout14@gmail.com)



Noord-Brabant - Oosterhout

## // Work Experience //

McDonalds | Crew member | 2021/04 – Present

XR-Lab | Intern Lead Dev | 2025/02 - 2025/06

## // Education //

VMBO – Curio Scala ( Kader ) – 2018 / 2022

MBO – Grafisch Lyceum Utrecht – 2022 / Present

## // Soft Skills //

- Creativity
- Work ambition
- Problem solving
- Attention to detail
- Willingness to learn
- Time management

## // Hard Skills //

- Photoshop
- Illustrator
- Dreamweaver
- HTML / CSS
- C#
- LUA
- Unity
- Visual Studio
- Roblox Studio
- English
- Dutch