

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 //


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Oosterhout - 4906LJ

// Work Experience //

McDonalds – Crew member – 2021 / Present

// Education //

VMBO – Curio Scala, Kader – 2018 / 2022

MBO – Grafisch Lyceum Utrecht – 2022 / Present

// Personal Skills //

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



// Professional Skills //

- Photoshop
- Illustrator
- Dreamweaver
- Unity
- Visual Studio
- English
- Dutch
- HTML
- JavaScript
- C#
- Shapr3D
- SketchUp
- Blender