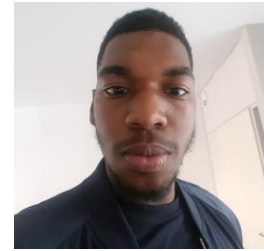


Personal info

Surname: Gienoviere Demetrio Janga
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Birth-place: Curaçao
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Education

2021-2025 SintLucas, Software Development, Eindhoven
2019– 2021 Summa College ICT/programming, Eindhoven
Graduated March 2021

Work Experience

2023-2023 Internship, U.S.A. Will do this for 6 months in US

Technical Skills

- **Unreal Engine 4/5**
UE is my favoriet software to work with as that it has so many better things that Unity cant hope to have and I have been working with UE roughly 4 years.
- **Unity**
I have 5 years experience with Unity, I used this software before I did any software developement school as that I wanted to experience designen games and code the games.
- **C++**
I am learning this language less than a year now but am making good progress with it.
- **C#**
I have been working with C# for 4 years now
- **HTML & CSS**
I have 2 years experience with it and also used it to make my portfolio
- **Javascript**
Am still learning to work with but I have 1 year experience under the belt as, that I deem it important to know the language and is also used in my portfolio
- **Blender**
Am learning blender, because I find it very important as solo developer
- **FL Studio**
Why FL Studio on this list you might ask? Well I did learn work with FL Studio as that I loved creating beats and later di dit for creating music/sounds for the games. I owned FL Studio Signature bundle for 8 years now and occasionally make sounds or beats for fun. Not yet for the games.

Professional Skills

- Amazing self-independence
- Great problem solving
- Excellent self-motivation
- Experience in game design/game engineering(coding)
- Deep knowledge of C#
- Professionalism
- Patience

Game Projects

- **Pong**
Made in 2020/21 as a starter project for school first grade
- **FPS game**
Made in 2021 as a schoolproject for a grade and also feedback to show how far i had progressed in learning to code the game and design in Unity.
- **Race Game Pro**
Made in 2020 with as a project for mini game con at school first grade.
- **Running Game**
Made as personal project because I wanted to make a similair subway surfer game, it's not finished yet but I am certain i twill be finished in a year.
- **RPG UE5**
A personal project that I am working on, with this project am i learning to work with Unreal Engine 5 and also learning to code with C++ and blueprints. And also aiming to learn to make a RPG game.

Miscellaneous

Favorite Games: League of Legends, The Witcher III, Halo 2/6/CE, Hades, GTA San Andreas, AC Oddysey, Final fantasy 7 reeks/15, Cyberpunk, Tekken 7, Ghost Recon Breakpoint, Elden Ring, Warframe, The Division, Gears series, Control, The Medium, The Witcher GOTY, AC Black Flag, COD MW classic series/reboot series,