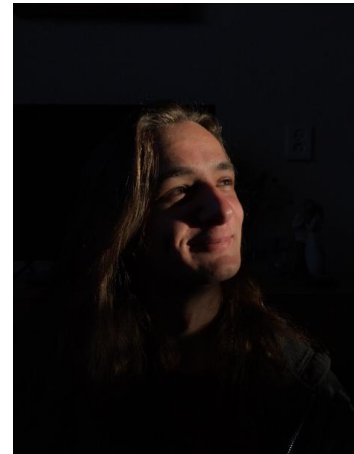


Resumé

Personal data:

Name: Ira Y. J.
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Education and work experience:

As a first-year student at Saxion, University of Applied Sciences I am following the international course Creative Media and Game Design. I have chosen to follow the specialisation track of Designer in the course. I have taken on the role of class representative for my (Designer) class. In the group projects, which we have each semester, I have always been the project/group leader, which pleased both me and my group members. At the moment, I have successfully completed the following subjects and by having done so I have enough basic knowledge to be able to apply it for work:

- | | | |
|-------------------------------|--|-------------|
| - Autodesk Maya | - Sound Design | - Photoshop |
| - Substance Painter | - UI/UX Design | - Krita |
| - HTML(5) and CSS programming | - Tinkercad circuits prototyping | |
| - Game Design | - Prototyping through InVision studios | |

This can also be seen on my LinkedIn profile, see 'Personal data' for the link to my profile. I got my high school diploma at HAVO(higher general continued education) level with the profiles:

Nature and Technology, and Nature and Health.

Due to the results of the examination, I was invited to become a member of Socrates International Honour Society. I seized this opportunity.

"Socrates is a unique network for talented students and alumni in the Netherlands. The most excellent and ambitious students from all fields of study come together in this network of more than 12,000 members spread across the Netherlands'. Socrates International Honour Society. '"

In my fifth year of high school, I participated in the International week 2020 at Saxion, where a group of international students work on a project for a week. During this project week, my group received the Serendipity Award 2020, for the promotional video we created.

During my high school study, I also did a social apprenticeship. During this social apprenticeship, I worked in a non-profit restaurant for people who have little to no money. During my internship there, I had different tasks. I served as a waiter in the restaurant, worked as a dishwasher and as a table coverer/clearer. Both my employer and I were happy with my results.

In addition to my study, I am working on a board game. This board game is in the genre 'Dungeon Crawler'. This board game is expected to be released in 2022.

Kind regards,

Ira Evers