JETZE LUYTEN

Greesstraat 30, 2400 Mol
0490 43 72 55

jetze.luyten@hotmail.com
LinkedIn
X (Twitter)

Education

Applied Computer Science (Bachelor, IT-Factory)
These courses were in English and in Dutch
Thomas More, Geel
September 2019 - June 2024

Informaticabeheer (middelbaar onderwijs)
Provil Ion, Lommel
September 2016 - June 2019

Internship

Ontwikkelen van een VR serious game
Mobilab, Thomas More Geel
February 2024 – May 2024

The subject of my internship was to develop a VR-serious game using the user's heartrate to change the VR-environment. We monitored the level of distress a user experienced and appropriately changed the VR-environment in order to reduce the stress level.
To achieve this goal I programmed in C# and used the game engine Unity.
I created the entire VR-environment and also used Unity's assets.
During this assignment I learned how to create a VR-environment and how to modify it.

Hard skills

Programming languages:
C#
Java
JavaScript
Python
React
jQuery
Angular
PHP
Laravel

Microsoft Office:
Word
PowerPoint
Outlook
SharePoint
Excel

Other interests:
AI
SQL
HTML5
CSS
Android Studio
GIT
OOP
Unity

Soft skills:
Friendly
Curious
Perseverance

Languages:
Dutch: Native
English: Fluent
French: Sufficient