

MARK SCHRANDT

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🌐 in/mark-schrandt

📁 Porfolio.github.io

GAME DEVELOPMENT STUDENT | HOGESCHOOL VAN AMSTERDAM (HVA)

Passionate game developer with strong problem-solving skills and hands-on experience in team-based projects. Dedicated to crafting immersive gameplay experiences through clean code and engaging design.

WORK/INTERN EXPERIENCE

Software developer, Automated4u (Bulbmanager)

Sep 2020 - Jan 2021

- Developed a customer webshop using Vue.js, focusing on UI optimization and backend functionality.
- Collaborated with clients to implement feature requests.

Software developer, JOZ

Sep 2019 - Jan 2020

- Developed a FAQ system using ASP.NET MVC for improving customer support.
- Documented code and workflows for team efficiency.

EDUCATION

HBO-ICT: Game Development (bachelor)

Sep 2021 - Present

Hogeschool van Amsterdam (HvA)

- Game Development(Unity/C#)
- Mobile application development
- Applied Artificial Intelligence

Applicatie en mediaontwikkelaar - BOL 4

Aug 2018 - Jun 2021

ROC Horizon college Hoorn

- Worked on projects using multiple programming languages

Medewerker Beheer ICT - BOL 3

Aug 2016 - Jul 2018

ROC Horizon college Hoorn

SKILLS

Languages:

- C#, Python, JavaScript, Kotlin, PHP, html/css

Game Development:

- Unity, Godot, MonoGame

Other:

- Database/SQL, ASP.NET, vue.js

INTERESTS

- Game Development
- Playing Guitar & Piano
- Baseball
- Gaming

PROJECTEN

Pick a Door (Unity 3D) | 2024

- Solo project
- <https://mark-schrandt.itch.io/pick-a-door>

Go Home (Unity 3D) | 2023

- Tasked with: player (movement & animations) and player sfighting mechanics
- <https://triple-m-bs.itch.io/go-home>