MARK SCHRANDT

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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