



Max Geurts

18-05-2006

Game Developer

Contact Details



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Portfolio

<https://mexwww.github.io/>

Education

2022- present

- Grafisch Lyceum Utrecht field of study:
Game developer 2022

2018 – 2022 Secondary school

- De Brink. Vmbo

2010 – 2018 Primary school

- De Parel 2010 – 2018

Skills

Hard Skills:

1. C#.
2. Unity.
3. Unreal engine.
4. Blueprints.
5. Good in Dutch.
6. Good in English.

Soft Skills:

1. Good with working in groups.
2. I have patience.
3. I'm good at fixing problems.
4. I like socialising with people.

Work experience

Hema 05-06-2024