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#Summary

{ "Gameplay focused developer and HvA student, I prototype quickly and turn ideas into clean maintainable systems. Most experience in Unity (C#) and JavaScript/p5.js; learning TypeScript. Comfortable with Object-Oriented Programming, debugging, Git and iterating." }

#TechnicalSkills

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{
  ["JavaScript", "C#", "TypeScript"],
  ["Astro", "Git", "MySQL"],
  ["Windows", "Blender", "Photoshop", "Adobe"]
}
```

JavaScript
C#
TypeScript
Unity

#Education

// 2024-present

HBO-ICT -Game Development
Amsterdam University of Applied Sciences

// 2020

HAVO
Geert Grote College Amsterdam

#WorkExperience

// 2020-present
*Freelance artist / designer
*Hospitality staff

#Strength

*Creative problem solving and persistence.

*Clear communication and teamwork (scrum)

*Rapid prototyping with fast debug/iteration loops

#Experience

{ Over the past semesters I've built several small prototypes in Unity (C#) and JavaScript/p5.js to learn core gameplay systems and design principles. Most of these were experiments made for class or on my own, focused on improving programming structure, player control, and iteration speed. },

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*Paper Boy (Unity/C#): A short delivery style prototype. I created the player controller, collisions, item pickups, and a scoring loop with a timer. Used play testing to tweak feel and movement.

*Cave Goobers (JavaScript/p5.js): My first platformer. Implemented gravity, jumping, collisions, and a simple restart system. Learned about debugging and organizing game logic.

*Facility Map (Unity/C#): A small horror style Map made during a university project. Focused on greyboxing, texture experimentation, and paper prototyping.

*Stokrun (Unity/C#): A turn-based board-game concept. Worked on turn order, win conditions, and tested object-oriented structure.

These projects boosted my coding confidence, Git skills, and teamwork on Unity projects.

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#Languages

{
Dutch (native),
English (fluent)
German (Basic)
}

#Hobby's

{
Drawing
Video editing
Games
Gym
}

#Certification

{

"Udemy": ["C# Game Development (Kyle Schaub)", "Digital Painting Master Class", "Digital Painting MEGA Course (Austin Batchelor)"],

"LinkedIn Learning": ["C#: Applied Data Structures", "Programming Foundations: Databases", "Learning Relational Databases", "JavaScript for Visual Learners (Engin Arslan)"]

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