

Teo Paraszkiwicz

Unity Game Developer

Info

Place:
The Hague, Netherlands

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Birthday:
22-10-2005

Website:
[Link](#)

Skills

Unity

C#
- multiplayer systems
- abstract code

Languages

Dutch - good

English - excellent

Profile

Hello. My name's Teo,

I enjoy putting myself through a challenging task, problem solving my forward.
And coming out on the other side having acquired curious knowledge & experience.

I'm driven by passion and curiosity for games that peak my interest,
both as a developer on the technical side of things, and as fellow gamer.

Education

2021 - present:

Student of **Mediacollege Amsterdam**
Studying **Software Development**

Work Experience

I've participated in several 'hybride-leeromgevingen' (HLOs)

This has allowed me to work on large projects in a team and get experience with the
SCRUM / Agile workflow. I've also improved at cooperating more effectively with my peers

HLO - Neon Origins

I'm currently working in a class-sized team on a project called "Operation Starfall"
This is a forever-ongoing project that students learn from by working on

HLO: XR-Lab

Worked together in a team of 21 on a vertical slice of the VR zombie fps game
"After The Fall". Vertigo Games wanted to switch from Unity to Unreal Engine, so they asked
us to create this prototype and share how it went.

Besides these two, and a bunch of school projects with classmates, I don't have any real
work experience. I wish to change that by doing an internship.