

# Teo Paraskiewicz

## Unity Game Developer

### Info

Place:  
The Hague, Netherlands

E-Mail:  
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Birthday:  
22-10-2005

Website:  
[link](#)

### Skills

Unity

C#  
- multiplayer systems  
- abstract code  
- 5 years of experience

### Languages

Dutch - good  
English - excellent  
Polish - okay

### Profile

Hello. My name's Teo,

I enjoy putting myself through a challenging task, problem solving my way forward. And coming out on the other side having acquired the necessary 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 a player.

### 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. It has improved my ability to cooperate effectively.

2023 - Present: 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 it together.

2022: 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 projects with classmates, I don't have any real work experience. I wish to change that by doing an internship.