



TIJN FLINTERMAN

GAME DEVELOPER

CONTACT



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

SKILLS



UNITY



ADOBE



C#



ZBRUSH



MAYA



UNREAL
ENGINE

LANGUAGES

Dutch(native)



English(C1)



PROFESSIONAL PROFILE

Beginner game developer experienced with Unity 2d and 3d games.

Highly organized and very work driven. Solving problems and pursuing my career. I push myself to completion on everything I work on. Soft skills that give me ease to work in a team and clearly communicate to fellow colleagues.

WORK EXPERIENCE

Montimar - waiter

2018 - present

During the years I have worked there I gained a lot of skills and knowledge.

Main responsibilities/ skills I learned from it:

- * Teamwork.
- * The urge to work harder.
- * Staying professional and polite under difficult circumstances.

EDUCATION

SiNTLUCAS

2019 - 2023

During my stay at SiNTLUCAS in Eindhoven I've learned a lot.

I still am a student for this MBO 4 training to become a game developer.

I've learned to work with a plethora of programs, which have helped me to design and build my own games

PAST PROJECTS

2020 March - 2D Risk Of Pain 2

2020 February - 2D Shine Project

2020 September - 2D Arcade Project

2020 September - 3D horror game

2020 November - 3D shooter