TIJN FLINTERMAN

GAME DEVELOPER

CONTACT

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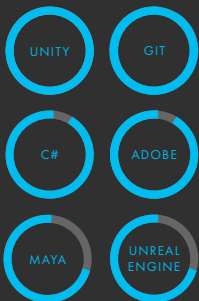
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https://tijnflinterman.github.io/

SKILLS

- UNITY
- GIT
- C#
- ADOBE
- 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. Skills that give me ease to work in a team and clearly communicate to colleagues.

WORK EXPERIENCE

Unit040 (Prespective Software) - Front-End UI Developer
2021 - 2022
I worked at Unit040 as an apprentice and learned and experienced the work life. The things I learned there were:
* The professional work enviroment
* UXML, UML, USS, C# and Git
* Writing documentation
* Importance daily stand-ups

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 leared a lot.
I still am a student for this MBO 4 training to become a game developer. I've leaned to work with a diverse amount of programs to help me design and build my own games.

PAST PROJECTS

2020 March - 2D Risk Of Pain 2
2020 Febuary - 2D Shine Project
2020 September - Small World
2020 September - 3D horror game
2020 November - 3D shooter