



## CONTACT

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## SKILLS



## LANGUAGES

Dutch(native)



English(C1)



# TIJN FLINTERMAN

## GAME DEVELOPER

## 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 diverse amount of programs to help me 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