



## PROFILE

Date of Birth: 20/07/'89  
Nationality: Dutch  
Residence: Enschede, NL

## LANGUAGES

### Dutch

Understanding: C2  
Speaking: C2  
Writing: C2

### English:

Understanding: C2  
Speaking: C2  
Writing: C2

### German:

Understanding: B1  
Speaking: A1  
Writing: A1

## CONTACT

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WEBSITE:  
<https://tristansmeets.github.io/>

LINKEDIN:  
<https://www.linkedin.com/in/tristan-smeets>

GITHUB:  
<https://github.com/TristanSmeets>

# TRISTAN SMEETS

## Programmer

## EDUCATION

### Second Degree Chemistry Teacher (Bachelor of Education)

Windesheim, University of Applied Sciences(Zwolle)  
sep 2010 – nov 2016  
Degree: No

### Creative Media and Game Technologies (Bachelor of Science)

Saxion, University of Applied Sciences (Enschede)  
sep 2017 - current  
Degree: Expected 2021

## SKILLS

### Programming:

C#, C++, OpenGL, Lua

## SOFTWARE

Unity 3D, Unreal Engine 4, Visual Studio, Visual Studio Code

## WORK

### Programming Internship

Stichting GameLab Oost, Enschede  
sep 2019 – jan 2020

Worked as a programmer in a team of 6 people to create a serious game for Roessingh Research and Development. I also organised and planned the work for the engineers.

### High school Chemistry Teacher

Het Assink Lyceum, Eibergen  
sep 2016 – oct 2016  
Taught chemistry to VMBO(high school) students

### Assistant Trainer

Pukulan Club Satria, Enschede  
sep 2013 - present  
I assist with trainings and teach kids and adults Pukulan Banten. This is an Indonesian form martial arts.