TRISTAN SMEETS

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

E-MAIL:
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WEBSITE:
https://tristansmeets.github.io/

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

GITHUB:
https://github.com/TristanSmeets

Game 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++, GLSL, Lua

SOFTWARE

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

WORK

Programming Internship
Stichting GameLab Oost, Enschede
sep 2019 – jan 2020
Serious game for recovering stroke patients. Worked on: Kinect gameplay, UI programming, Gameplay design, Planning & organisational tasks

High school Chemistry Teacher
Het Assink Lyceum, Eibergen
sep 2016 – oct 2016
3VMBO(high school)

(Assistant) Trainer
Pukulan Club Satria, Enschede
sep 2013 - present
Teach martial arts to: children age (6-12), Teens(13-18) Adults(18 and up)