



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:
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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.