|  |  |  |
| --- | --- | --- |
| Tristan Smeets |  | Game Programmer |
| 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:  [tristan-smeets@outlook.com](mailto:tristan-smeets@outlook.com)  WEBSITE:  <https://tristansmeets.github.io/>  LINKEDIN:  <https://www.linkedin.com/in/tristan-smeets>  GITHUB:  <https://github.com/TristanSmeets> |  | EDUCATIONSecond 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 SkillsProgramming: C#, C++, GLSL, Lua Software Unity 3D, Unreal Engine 4, Visual Studio, Visual Studio Code WORKProgramming 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) | |