

TYGO BOONS

Game Developer & Software Developer

Programming Skills:

C#	★ ★ ★ ★ ★
C++	★ ★ ★ ★ ☆
HTML	★ ★ ★ ☆ ☆
CSS	★ ★ ★ ☆ ☆
JavaScript	★ ★ ★ ☆ ☆
PHP	★ ★ ☆ ☆ ☆
Python	★ ★ ☆ ☆ ☆

Software Skills:

Adobe Photoshop	★ ★ ★ ★ ★
Adobe InDesign	★ ★ ★ ☆ ☆
Adobe Premiere	★ ★ ★ ★ ☆
Adobe After Effects	★ ★ ☆ ☆ ☆
Autodesk Maya	★ ★ ★ ☆ ☆
Unity Engine	★ ★ ★ ★ ★
Unreal Engine	★ ☆ ☆ ☆ ☆
Visual studio	★ ★ ★ ★ ☆
Ableton live	★ ★ ★ ★ ☆

Languages:

Dutch	★ ★ ★ ★ ★
English	★ ★ ★ ★ ☆
Norwegian	★ ☆ ☆ ☆ ☆

Portfolio:

<https://tygoboons.nl>

Info:

Date of birth: 13-08-2003

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```
print("Hello World!");
```

About me:

I started programming in 2016 by making games using Unity in C#. Game/Software Development turned into a big hobby of mine and therefor I started studying Game/Software Development at Sintlucas in Eindhoven. I am currently in the 2nd year of my study mostly helping people and learning new things on my own since my own selfstudy has gotten me to a professional point in developing games and software.

What motivates me:

Working for someone motivates me to try my best and deliver the best product I can. What also motivates me is showing the projects I make and learning from them. Making new discoveries and learning new skills inspires and also motivates me to keep developing as a programmer and person in general.

Soft Skills:

Good at keeping an organised workflow.
Great at leading a team.
Great at solving problems.
Respectful and understanding of people's needs and skills.

Employment history:

2019 / 2021: Restocker at PLUS Retail. (current job)
2017 / 2019: Newspaper deliverer for Stadsnieuws.