### **About me Volken Koelewijn**

### 

### **About me**

.who

My name is Volken Koelewijn, I was born on the 13th of September 1999. I am from the Netherlands and live in Uithoorn and I am currently learning for game developer at the Mediacollege in Amsterdam. I am an creative, social and positive guy, besides that I am also an accurate programmer.

-what

I want to be a game designer and programmer. Also I would like to create a career in which I am able to turn my ideas and concepts into games with no creative limitations. Right now I am busy with a project to improve my skill set and knowledge about game design.

-why

My interests are making, playing and learning about games and talking about them in general. I also like to sketch and draw. I can be comical at times. I mostly enjoy playing platformers, action/adventure, beat em ups and karting games.

### **Why me?**

I am an accurate programmer, implying that I want to think about how I want to make my code before starting. As of now I have made two game slices and several other assignments.

I currently work with these coding languages:

* html 5
* CSS
* Javascript 6
* C#
* Game maker language

I currently work with these engines

* Unity
* Game maker

**What do I want to learn at an internship?**

* Mastering my known coding languages.
* Learning Unreal engine.
* Learning C++.
* Mastering my game design skills.

**Contact**

Mail: [volkenkoelewijn@gmail.com](mailto:volkenkoelewijn@gmail.com)

linkedIn: Volken Koelewijn

Github: VolkenK