Curriculum vitae

Personal Information

FIRST NAME / SURNAME	**Florian Schut**
TEL	+31 6 83 17 29 84
EMAIL	mail@florianschut.nl
NATIONALITY	Dutch
DATE OF BIRTH	July 3rd 1999
SPECIALISATION	**Game Programming & Virtual Productions**
PORTFOLIO	<u>www.florianschut.com</u>

Education

DATES	2016 - 2021
QUALIFICATION AWARDED	**Bachelor of Applied Science**
PRINCIPAL STUDIES	**International Game Architecture and Design**
INSTITUTION	Breda University of Applied Science (formerly NHTV)
DATES	2011 - 2016
QUALIFICATION AWARDED	**High School Degree HAVO level**
INSTITUTION	Bertrand Russel College Krommenie
HONOURS RECEIVED	Invitation to Socrates International Honour Society

Work Experience

DATES	September 2020 - April 2021
POSITION	**Programming Intern**
EMPLOYER	**Cradle Research,** Breda University of Applied Sciences
TYPE OF BUSINESS	Games and Digital Entertainment Research
TASKS	Virtual production tools development
	Cinematography studio assembly
	Realtime facial Capture in UE4

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Work Experience

DATES	April 2021 - December 2021
POSITION	**Real Estate Content Creator**
EMPLOYER	**Houseview**
TYPE OF BUSINESS	Digital content creation for real estate brokers
TASKS	Photography and videography of real estate
	Drone piloting and photo/video editing

Skills and Competences

LANGUAGE SPOKEN	Dutch (Native), English (Fluent)
PROGRAMMING LANGUAGES	C++, HLSL, CG, Swift
DEVELOPMENT TOOLS	Unreal Engine 4
	DirectX 12
	DirectX Raytracing
	PlayStation Vita Dev tools
	SVN
	Git
	Perforce
	Jira
	Microsoft Visual Studio
	Dear ImGui
PROJECT EXPERIENCE	Virtual Productions
	Graphics Programming
	Custom Game Engine Creation
	Cross Platform Development
	Tool Programming
	Global Game Jam
PERSONAL INTERESTS	Role Playing and Racing Games
	Programming
	Roadtrips
	Climbing, Cycling & Windsurfing