

Personal Information

<b>FIRST NAME / SURNAME</b>	Florian Schut
<b>ADDRESS</b>	Zijlstraat 6 4811RZ Breda, The Netherlands
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<b>NATIONALITY</b>	Dutch
<b>DATE OF BIRTH</b>	July 3rd 1999
<b>GENDER</b>	Male

<b>SPECIALISATION</b>	Graphics Programming
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Education

<b>DATES</b>	2016 - present
<b>QUALIFICATION AWARDED</b>	Bachelor of Applied Science
<b>PRINCIPAL STUDIES</b>	International Game Architecture and Design
<b>INSTITUTION</b>	Breda University of Applied Science (formerly NHTV)

<b>DATES</b>	2011 - 2016
<b>QUALIFICATION AWARDED</b>	High School Degree HAVO level
<b>INSTITUTION</b>	Bertrand Russel College Krommenie
<b>HONOURS RECEIVED</b>	Invitation to Socrates International Honour Society

Work Experience

<b>DATES</b>	October 2015- October 2016
<b>POSITION</b>	Shelf filler
<b>EMPLOYER</b>	Alber Heijn Krommenie
<b>TYPE OF BUSINESS</b>	Grocery Store

# Curriculum vitae

## Skills and Competences

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