

# Lincy Ellermeijer

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## Contact information



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## PROFILE

I'm in my fourth and last year of the study Game Development. I enjoy this study very much and have acquired knowledge and experience in different programming languages, methods and techniques. In projects I work very well in a team, but I can also work good independently. I want to expand my knowledge and experience and develop myself further as a good Game Developer.

## EDUCATION

### **Amsterdam University of Applied Sciences**

2014-2018 | Achieved Propaedeutic  
HBO-ICT - Game Development

### **Hochschule der Medien, Stuttgart, Germany**

2017-2017 | Successfully completed with high grades  
Minor Game Technology

### **Keizer Karel College, Amstelveen**

2007-2013 | Achieved Certificate of Secondary Education  
VWO - E&M and C&M (Economy, Culture and Society)

## RELEVANT WORK EXPERIENCE

### **Bright IT Students | Part of the team**

February 2016 – To date, Amsterdam, The Netherlands

### **GAMEDIA | Intern Game Developer**

September 2016 – January 2017, Alkmaar, The Netherlands

### **Microsoft | Internship Mobile Development**

February 2016 – July 2016, Schiphol, The Netherlands

## SKILLS

- ☐ Knows multiple programming languages (s.a. C#, Java, HTML) and other IT knowledge (s.a. Unity, Unreal, Visual Studio, GIT, Scrum)
- ☐ Quick learner, adapts easily
- ☐ Creative and spontaneous