Tassio Steinmann

Groningen, Groningen, Netherlands

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in linkedin.com/in/tassios

Summary

Methodical programmer creating games since childhood studying Communication and Multimedia Design, Game Design in Groningen, Netherlands.

Check out my portfolio: tassiost.github.io

Experience

Unity Developer
Self-Employed
Aug 2017 - Present (4 years 11 months +)

Development Intern
Indietopia
Feb 2021 - Jun 2021 (5 months)

Scientific contributor to clinical studies
Insel Gruppe
Jan 2015 - Jul 2015 (7 months)
Visualizing clinical data using graphs and charts created by using the programming language R as well as the JavaScript framework "D3" as part of my civil service.

Education

Hanzehogeschool Groningen / Hanze University of Applied Sciences Groningen
Bachelor of Applied Science - BASc, Game and Interactive Media Design
2017 - 2021

University of Bern
Bachelor of Applied Science - BASc, Computer Science
2015 - 2017

Licenses & Certifications

IELTS Academic - IELTS Official

Certificate of Completion, Meteor and React for Realtime Apps - Udemy

Skills

Unity3D • C# • JavaScript • Strategic Planning • Research • Programming • Scrum • Web Development • jQuery • React.js