

# Personal information

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# Education

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2017-2020 HKU University of the Arts  
Game Development  
2015-2017 HKU University of the Arts  
Game Art  
2006-2012 CSW van de Perre  
VWO Atheneum

# Work experience

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2013-2018 Weststrate VOF  
Marketing, Desktoppublishing and Webshop  
2009-2015 Jumbo Middelburg  
Stocker

# Side activities

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2010-2011 Gamehouse Zeeland  
Secretary  
2003-2011 Zeeuwse muziek school  
Guitar lessons & music theory

# About me

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I am a Game Development student at the HKU university of applied sciences in the Netherlands. During my study I got to work on a variety of prototypes. During this year I spent most of my time on programming with C# in Unity. I love using technology to bring stories and environments to life.

I am currently looking for an internship in 2018-2019!

# Skills

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## Programming languages

C# C#   
C++ C++   
HTML CSS HTML & css   
php MySQL PHP & MySql   
JS Java script   
Python 







## Game engines

Unity   
Unreal 

## Hardware

Oculus VR   
Arduino 

## Software

Adobe Photoshop   
Adobe Illustrator   
Adobe After Effects   
Adobe Audition   
Autodesk Maya   
Substance Painter   
ZBrush 