
EDUCATION

2015 – Present Computer Games Design

University of Gloucestershire, United Kingdom. Second year student.

2012 – 2015 Communication systems

Hanze University of Applied Sciences, Groningen, the Netherlands. Major Game Design and Development. Third year student.

- Multimedia Award 2014, Gaming category. Oculus Rift game “Lost Thoughts”: <http://lostthoughts.gamedesignanddevelopment.nl/>
- September 2014: Semester abroad, University of Limerick. Courses: writing game analysis, psychology, abnormal and clinical psychology, sociology, linguistics

2010 – 2011 Journalism

Windesheim University of Applied Sciences, Zwolle, the Netherlands.

2005 – 2010 High School Gomarus College

SKILLS

Programming languages:

- Javascript
- C#
- HTML/CSS

Programs:

- Unity
- CryEngine 3
- 3DS MAX
- Microsoft Office
- SPSS

Other:

- Trello
- Agile Scrum

Languages:

- Dutch: first language
- English: fluent

WORK EXPERIENCE

2015 - Present The Pelican Inn, bar staff

2010 – 2013 Supermarket ‘Albert Heijn’, cashier