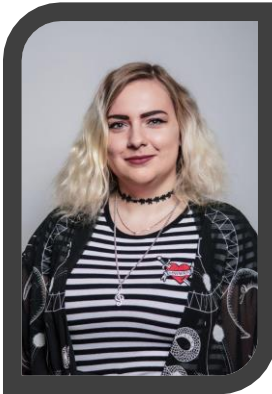


Lincy Ellermeijer

02/06/1995

Contact information



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PROFILE

In my bachelor's and my master's I 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 an all-round Game Developer.

EDUCATION

University of Amsterdam

2018-2020 | Current GPA: 7,6

Master's Information Studies: Information Systems

Amsterdam University of Applied Sciences

2014-2018 | Cum Laude Bachelor's Information Technology

HBO-ICT - Game Development

Hochschule der Medien, Stuttgart, Germany

2017-2017 | Successfully completed with high grades

Minor Game Technology

RELEVANT WORK EXPERIENCE

Amsterdam University of Applied Sciences

| Lecturer

August 2018 – To date, Amsterdam, The Netherlands

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

- 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