Timme Kingma

Game Developer

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SKILLS

Unity, C#,Javascript, Typescript, Git,

- Effective communication
- Active listening
- Collaboration/teamwork
- Adaptability
- Time management

EXPERIENCE

DNZT, Meppel- *HR Assisant*

June 2023 - August 2023

Worked in an HR and planning role during the busy summer period, adapting quickly to high turnover and managing the scheduling of staff. Ensured optimal coverage and performance by addressing issues with vacation employees and coordinating replacements.

VR Owl, Utrecht- *Intern Developer*

August2022 - Febuari 2023

Worked as an intern developer on virtual reality projects, contributing to the development of immersive experiences using Unity and C#.

NoPressureStudios, Emmen- *Intern Game Developer*

January 2022- July 2022

Contributed to the development of mobile games using Playcanvas and javascript/Typescript, gaining experience in game design, scripting, and testing.

Luxor, Steenwijk - *Front of House staff*

2021 - 2021

Provided excellent customer service and support as a front-of-house staff member, handling ticket sales and ensuring a positive guest experience.

DiversieFood, Meppel- *Order Picker*

2019 - 2019

Assisted in the organization and distribution of food orders, learning valuable time management and communication skills.

Sjef PianoAtelier, Meppel- *Piano Transporter*

2016 - 2018

Transported pianos for a local piano atelier, gaining experience in logistics, equipment handling, and customer service.

Stads Cafe Oases, Meppel- *DishWasher*

2017- 2017

Assisted in the cleaning and maintenance of a local cafe, gaining experience in teamwork, time management, and attention to detail.

Circuit, Meppel- *Package Sorter*

2016 - 2017

Sorted and organized packages for distribution, learning valuable organizational and communication skills.

EDUCATION

Terra, Meppel - *Predatory Secondary Vocational Education*

2015 - 2019

Completed a program in predatory secondary vocational education, gaining hands-on experience in agriculture, animal care, and horticulture.

Deltion, Zwolle- *Game Development*

2019 - 2023

Graduated with a degree in game development, gaining experience in game design, programming, and project management using tools such as Unity, C#, and Git.

Thank you for your time and consideration. Sincerely,

Timme Kingma