

NEVIN WOUTERS

SOFTWARE/GAME DEVELOPER

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Helmond, Netherlands

EXPERIENCE

SOFTWARE DEVELOPER

JUL 2019 **MANUS** **GELDROP/EINDHOVEN**
CURRENT Started as a VR application developer, working on applications for clients that used the gloves. Over time, I progressed from working with existing plugins to improving and developing new ones, and then to contributing to the back-end and overall software architecture. I also had the opportunity to lead key projects, and guide/mentor coworkers.

SOCIAL AR DEVELOPER

JAN 2019 **MEDIA MONKS** **HILVERSUM**
JUL 2019 Worked on AR filters for various customers, like Magnum, KLM and Signal.

GRADUATION

AUG 2018 **MEDIA MONKS** **HILVERSUM**
JAN 2019 Worked on libraries based on the AR Software of Facebook (SparkAR Studio) and Snapchat (Lens Studio) to ease the development within these software packages.

INTERNSHIP

FEB 2018 **SAFETY LEADERS FOUNDATION** **AMSTERDAM**
JUN 2018 Worked on an prototype application to teach users about a set of life saving rules on the workfloor, how to recognise those roles and act accordingly.
(Under the guidance of IJsfontein)

INTERNSHIP

FEB 2017 **IJSFONTEIN** **AMSTERDAM**
JUN 2017 Worked on/ helped design two serious games:
1. A game de teach high school students about depression among their peers and the best way to act accordingly in the situation.
2. A game to open discussion between patients with alzheimer and their caretakers in order to prepare for the consequences for illness.

SKILLS

LANGUAGE

Dutch - *Native*
English - *Fluent*

TOOLS

Unity - *Expert*
Visual Studio - *Proficient*
Git - *Proficient*
Blender - *Intermediate*
Unreal - *Novice*
Photoshop - *Novice*

PROGRAMMING

C# - *Expert*
C++ - *Proficient*
JavaScript - *Intermediate*
Python - *Intermediate*
HTML - *Intermediate*
CSS - *Intermediate*

EDUCATION

ICT & GAME DESIGN AND TECHNOLOGY

Fontys - Bachelor of Science
AUG 2014 - JAN 2019