

# Curriculum Vitae

## Personal information

Name: Niels van Schooten

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Date of birth: 15-February-1992

Place of birth: Rotterdam

Nationality: Dutch

Driving license: B category

## Job history

Game mechanics programmer at Blue Label Studio

Keileweg 8 (chefaro unit 21) Rotterdam

september 2013 - still working

Internship 3d modeling at 'deLight Interactive Solutions BV'

Molengraaffsingel 12, Delft

June 2012 - August 2012 (3 months)

3d modeling support and improvement

Sail Instructor at 'City Sailing Rotterdam Henk van Gent'

Plaszoom 350. 3062 CL Rotterdam

Summer 2011 until fall 2012

sail instructor for individual and group lessons

## Education

1998 - 2004 Montessori Primary School - de Kleine Prins

2004 - 2010 Secondary school - Rudolf Steiner College(HAVO/NT&NG)

2010 - 2012 Qantm College Amsterdam, BA(Hons.)

## Computer & Interactive media skills

- Experienced computer user : Windows, Mac OS, Office and FTP
- Concept design for interactive 3d projects
- 3d modeling in Maya, 3ds Max and Mudbox
- Architectural modeling
- Basic 2d animation
- 3d animation in Maya, 3ds Max (including coordinate tables for sequencing)
- Texturing in Photoshop
- Game Development: concept design, prototyping, Game Design Document, level design and testing
- Website building in Joomla, Wordpress
- Website editing in Dreamweaver
- programming in several languages, c#, java, javascript, python, c++ and pascal.

## Languages

Dutch: native speaker

English: fluent in speaking, reading and writing

## Portfolio

View my website: <http://niels.svanschooten.nl/>

Check my github: <https://github.com/HeadhunterXamd>