

DAVID VAN SCHEPPINGEN

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WORK

- September 2017 - February 2018
6 months
Full-time
- Programmer intern, *TaleWorlds Entertainment, Ankara, Turkey*
- Programmed and designed on the Mount & Blade II Bannerlord project
 - Part of the Mount & Blade combat team, working together with 75 other developers
 - Mainly C++ and some C#. Working on, and in the new Mount & Blade II engine
- January 2017 – September 2017
9 months
Full-time
- Programmer, *GainPlay Studio, Utrecht, Netherlands*
- Programmed and designed the applied game DigestInn in a team of 10
 - Updates for WZW Zelfregie App
 - C#, Unity, Java, PHP, MySql and encryption
- November 2013 - September 2017
10 months
Part-time
- Computer store sales, management & repairs, *MK Computer Shop, Mijdrecht, Netherlands*
- Customer & corporate sales.
 - Hardware and software repairs.
 - Retours, orders and everything else needed to run the store.
- December 2016 - September 2017
3 years and 11 months
Part-time
- Specialist stringed instruments, *Bax Music, Amsterdam, Netherlands*
- Specialized in stringed instruments

EDUCATION

- 2014 - 2018 Game Developer, *Grafisch Lyceum Utrecht, Netherlands*
- 2010 - 2014 Havo, *Veenlanden College Mijdrecht, Netherlands*

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COMPUTER SKILLS

Programming languages

- C
- C#
- C++
- Java
- PHP
- JavaScript
- Python
- HTML5 & CSS

Software

- Unity3D
- Unreal Engine
- 3DS Max, Maya & Blender
- Photoshop

Programming experiences

- Object Oriented Programming
- MYSQL (integrated with C#, Java & PHP)
- Agile software development methods
- C# Secure Socket programming & Cloud networking
- Optimization for games, apps & other software

OTHER SKILLS & EXPERIENCES

- Game & level design
- Playtesting
- Interaction design
- Music composing (guitar, bass & synthesizer)
- Prototyping of games, applications & components within these