

DAVID VAN SCHEPPINGEN

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WORK

- September 2017 - February 2018** - Programmer intern, TaleWorlds Entertainment, *Ankara, Turkey*
- 6 months
Full-time
- Programmed and designed on the Mount & Blade II Bannerlord project
 - Part of the Mount & Blade combat, animation and AI team, working together with 75-100 other developers
 - Mainly C++ and some C#. Working on, and in the new Mount & Blade II engine
- January 2017 – September 2017** - Programmer, GainPlay Studio, *Utrecht, Netherlands*
- 9 months
Full-time
- Programmed and designed the applied game DigestInn in a team of 10
 - Updates for WZW Zelfregie App
 - C#, Unity, Java, PHP, MySQL and security
- November 2013 - September 2017** - Computer store sales, management & repairs, MK Computer Shop, *Mijdrecht, Netherlands*
- 3 years and 11 months
Part-time
- Customer & corporate sales.
 - Hardware and software repairs.
 - Retours, orders and everything else needed to run the store.
- December 2016 - September 2017** - Specialist stringed instruments, Bax Music, *Amsterdam, Netherlands*
- 10 months
Part-time
- Customer & corporate sales.
 - instrument repairs.
 - Retours, orders and other tasks.

EDUCATION

- 2019 - current BSc Computer Science and Engineering, Eindhoven University of Technology, *Netherlands*
No grades received yet, [grading system](#).
- 2018 - 2019 BSc International Game Architecture and Design, *Breda University, Netherlands*
Finished propaedeutic with avg. grade 8/10, [grading system](#).
- 2019 - 2019 VWO Wiskunde B+T, Utrecht University (*Boswell-Bèta*), *Netherlands*
Graduated with a 9.3/10, [grading system](#).
- 2014 - 2018 Game Developer, *Grafisch Lyceum Utrecht, Netherlands*
Graduated with an average grade of 8, [grading system](#).
Erasmus+ CEFR English test score C1 (with C2 for reading and listening comprehension).
- 2010 - 2014 Higher General Continued Education (Havo), *Veenlanden College Mijdrecht, Netherlands*