



Timo Bos

Game Developer

I love making games, I'm curious and always open to learn something new

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EDUCATION

Game Development

Amsterdam University of Applied Sciences

09/2015 - 02/2020

Amsterdam, Netherlands

Courses

- Game Mechanincs
- Design Patterns for Games
- Project Agile Development
- Project Game Technology

Game Development

Carlow College

08/2018 - 12/2018

Carlow, Ireland

Courses

- Project
- On-Line Games
- Games Engineering

WORK EXPERIENCE

Game developer

Soedesco

08/2021 - 02/2022

Rotterdam, Netherlands

Achievements/Tasks

- Working on an unannounced game made in Unreal

Internship Game Developer

Cronos Amsterdam

09/2019 - 01/2020

Amsterdam, Netherlands

Part of the Cronos Group

Achievements/Tasks

- Creating a VR dronesimulation in Unity

Internship Game Development

ING Bank

02/2017 - 05/2017

Amsterdam, Netherlands

Achievements/Tasks

- Creating a VR game in Unity3D
- Scrum

SKILLS

C#

C++

Unreal Engine

UE Blueprints

Unity3D

GIT

Scrum

UML

CERTIFICATES

Common European Framework of Reference for Languages C1 (08/2018)

According Common European Framework of Reference for Languages my level in English is C1

LANGUAGES

Dutch



English



INTERESTS

Games

PC

Technology

Virtual Reality