# MARK SCHRANDT

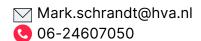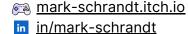✉ Mark.schrandt@hva.nl   🎮 mark-schrandt.itch.io   🖼 Portfolio.github.io
📞 06-24607050   in in/mark-schrandt

**GAME DEVELOPMENT STUDENT** │ HOGESCHOOL VAN AMSTERDAM (HVA)
Passionate game developer with strong problem-solving skills and hands-on experience in team-based projects. Dedicated to crafting immersive gameplay experiences through clean code and engaging design.

## WORK/INTERN EXPERIENCE

**Software developer, Automated4u (Bulbmanager)**              **Sep 2020 - Jan 2021**
- Developed a customer webshop using Vue.js, focusing on UI optimization and backend functionality.
- Collaborated with clients to implement feature requests.

**Software developer, JOZ**                                    **Sep 2019 - Jan 2020**
- Developed a FAQ system using ASP.NET MVC for improving customer support.
- Documented code and workflows for team efficiency.

## EDUCATION

**HBO-ICT: Game Development (bachelor)**                        **Sep 2021 - Present**
Hogeschool van Amsterdam (HvA)
- Game Development(Unity/C#)
- Mobile application development
- Applied Artificial Intelligence

**Applicatie en mediaontwikkelaar - BOL 4**                    **Aug 2018 - Jun 2021**
ROC Horizon college Hoorn
- Worked on projects using multiple programming languages

**Medewerker Beheer ICT - BOL 3**                              **Aug 2016 - Jul 2018**
ROC Horizon college Hoorn

## SKILLS

Languages:
- C#, Python, JavaScript, Kotlin, PHP, html/css

Game Development:
- Unity, Godot, MonoGame

Other:
- Database/SQL, ASP.NET, vue.js

## INTERESTS

- Game Development
- Playing Guitar & Piano
- Baseball
- Gaming

## PROJECTEN

**Pick a Door** (Unity 3D) │ 2024
- Solo project
- https://mark-schrandt.itch.io/pick-a-door

**Go Home** (Unity 3D) │ 2023
- Tasked with: player (movement & animations) and player sfighting mechanics
- https://triple-m-bs.itch.io/go-home