

Curriculum Vitae

Frank van Wattingen

Personal

Name: Frank van Wattingen
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Date of birth: 10/07/1994
Nationality: Dutch

Education

2008-2011	Secondary professional education - VMBO	OSG West-Fries.
2011-2015	Tertiary applied education, MBO, Game Development	Mediacollege
2015-2016	Higher applied education, HBO, IGAD Programming	NHTV Breda

Experience

2013 – 2014 (6 months)	Angry Engineers Entertainment Function: Character Programmer Work: Programming functionality regarding character creation, movement, customization, and networking. Full/part-time: Part-time, Weekend
2014 – 2014 (6 months)	Tengu Games (internship) Function: Unity Programmer Work: Full client-side programming responsibilities. Developing engine, project structure, tools, graphical, choosing technologies, etc. Full/part-time: Full-time
2015 – 2015 (6 months)	Base Games (internship) Function: Unity Programmer Work: Client-facing programming. Creating shaders, project structure, working together with artists to create the perfect image. Full/part-time: Full-time
2016 - current	Force Field VR Function: Gameplay Programmer Work: Client-facing programming. Working in a team of 30-60 to create a VR mobile title. Full/part-time: Full-time

Languages

Dutch	Native
English	Fluent
