Aaron Blok

Date of Birth: 01/12/1995
Nationally: Dutch

Language Skills

Dutch: Native
English: Competent

Skills

Programming Languages:

Proficient: C#
Familiar with: C++, JS, Python

Game Engines:

Proficient: Unity
Basic understanding: Unreal Engine

Agile/Scrum Tools:

Proficient: Scrum board, Trello + Agile Tools

Source Control:

Proficient: Git

Most used clients: SourceTree
                               Fork

Personal Skills:

Ability to remain calm under pressure.
Detail-oriented.
Communication.
Fast learner.
Teamwork.
Go-getter.

Certifications:

Microsoft Office Specialist; Office PowerPoint 2010
Verify.certiport.com code: wLxd2-Haby

Education

Grafisch Lyceum Utrecht

01/Aug/2019 – 30/June/2023

Game developer/programming

Graduated.

R.O.C. Mondriaan

01/Aug/2015 – 31/03/2016

Application- and media development.

Ended course early.

Work Experience

SQMI

Aug/2022 – Feb/2023

Application Developer, Programming

GainPlay Studios

31/Jan/2022 – 01/July/2022

Game developer, Programming