



Jim Halewijn

Personal information

Name
Halewijn

First names
Jimmy Josephus Martinus

Email
jimhalewijn@hotmail.nl

Birthdate and place
August 20, 1998, Den Bosch

Nationality
Dutch

LinkedIn
[linkedin.com/in/jjmhalew](https://www.linkedin.com/in/jjmhalew)

Portfolio
jimhalewijn.com

Experience in



Blender 3D



Adobe Xd



AI



Unreal Engine



Unity 3D



Substance Painter



Typescript



Javascript



.Net Core



Angular



SQL



MySQL



Ionic



Firebase



Git



C++



C#



React



HTML



CSS



NodeJS



Android



iOS



Laravel



PHP



WPF



Balsamiq Mockups



Java



Bootstrap



Mongoose

Education and diploma's

- 2017 - 2021

Computer science at Avans University of Applied Sciences
Bachelor of Science
- 2011 - 2016

Senior general secondary education at Rodenborch-College
Study programs: Science and Engineering & Science and Health

Work experience

- 2021 - Now

De Twee Snoeken
Full stack developer
- 2019 - 2021

Cargoguide
Parttime Software developer
- 2017 - 2019

Verel Interiors - Expo - Retail
Parttime stand builder
- 2017

Logistic Force
As a temporary worker I have worked at various companies, mainly Alliance Healthcare and Vos Transport

Skills

- Good speaking and reading skills in English
- Good typing skills (typing diploma)
- Software Engineer
- Game Development
- Design
- Creativity
- Communication (oral and written)
- Self motivation
- Present

Leisure

- Since 2013

3D Modelling, CGI
I used Blender to create 3D models of my ideas, including both architecture and objects I wanted in a game.
I spent extra time on some projects and built a scene around it.
I set up and applied composition, lighting and animations.
- Since 2017

Programming, Game Development
A young, but experienced programmer taught me the basics of C++ so that I could get to grips with programming.
As the OOP concept became more clear, I started creating games in Unreal Engine, which finally allowed me to see my 3D models come to life.