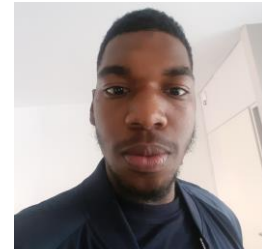


Personal info

Surname: Gienoviere Demetrio Janga
Addres: Willem Van Noortlaan 31
5622 PL Eindhoven
Phone number: 06-20373275
Birth-date: 03-09-1999
Birth-place: Curaçao
Email: g.janga@sintlucasedu.nl
Website: <https://gienoviere.github.io>



Education

2021-2025 SintLucas, Software Development, Eindhoven
2019– 2021 Summa College ICT/programming, Eindhoven
Graduated March 2021

Work Experience

2024-2025 Bethesda, Rockville, Maryland, US. (this is my graduation internship that I want to do in my last year)
2023-2023 Solvware, Waalwijk. Here I have to make websites, make web applications, fix companies websites and automation
2023-2023 Malaga Jam, Spain. I did this 2 weeks in Spain. First week it was building an app for a boss and last week was making a game in 3 days.

Technical Skills

- **Unreal Engine 4/5**
UE is my favoriet software to work with as that it has so many better things that Unity can't hope to have and I have been working with UE roughly 4 years.
- **Unity**
I have 5 years experience with Unity, I used this software before I did any software developement school as that I wanted to experience designen games and code the games.
- **C++**
I am learning this language less than a year now but am making good progress with it.
- **C#**
I have been working with C# for 4 years now
- **HTML & CSS**
I have 2 years experience with it and also used it to make my portfolio
- **Javascript**

Am still learning to work with but I have 1 year experience under the belt as, that I deem it important to know the language and is also used in my portfolio

- **Blender**

Am learning blender, because I find it very important as solo developer

- **FL Studio**

Why FL Studio on this list you might ask? Well I did learn work with FL Studio as that I loved creating beats and music/sounds for the games.

I owned FL Studio Signature bundle for 8 years now and occasionally make sounds or beats for fun. Not yet for the games.

Professional Skills

- Amazing self-independence
- Great problem solving
- Excellent self-motivation
- Experience in game design/game engineering(coding)
- Deep knowledge of C#
- Professionalism
- Patience

Game Projects

- **Pong**

Made in 2020/21 as a starter project for school first grade

- **FPS game**

Made in 2021 as a schoolproject for a grade and also feedback to show how far I had progressed in learning to code the game and design in Unity.

- **Race Game Pro**

Made in 2020 with as a project for mini game con at school first grade.

- **Running Game**

Made as personal project because I wanted to make a similair subway surfer game, it's not finished yet but I am certain it will be finished in a year.

- **RPG UE5**

A personal project that I am working on, with this project am i learning to work with Unreal Engine 5 and also learning to code with C++ and blueprints. And also aiming to learn to make a RPG-game.

Miscellaneous

Favorite Games/Studio's:

Bethesda: The Elder Scroll V: Skyrim AE, Starfield, Fallout 4, Elder Scroll Online, Doom Eternal.

Xbox Game Studio's: Halo 2/Halo Infinite/Halo Combat Evolved, Gears Of War series, COD Modern Warfare classic series (2,3) /reboot series

League of Legends, The Witcher III, Hades, GTA San Andreas, AC Oddysey, Final fantasy 7,

Final Fantasy 15, Cyberpunk, Tekken 7, Ghost Recon Breakpoint, Elden Ring, Warframe, The Division, Control, The Medium, AC Black Flag, Ghost Of Tsushima, Miles Morales, Lego DC Supervillains, Batman Arkham series, DC Universe Online, Injustice 2.