

Kellin Schaap

Game Developer

Contact

Mail: kellinschaap@gmail.com

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Education

• Saenredam College | VMBO-T | 2015 – 2016

• Bertrand Russell College | HAVO | 2016 – 2020

• Grafisch Lyceum Utrecht | MBO Game Development | 2020 – 2024

Personality

Can work alone and with a team,
Eager to learn,
Open to feedback,
Thinks outside the box,
Detail-Oriented,
Loves to be challenged

Links

LinkedIn: [linkedin.com/in/kellin-schaap-415010222/](https://www.linkedin.com/in/kellin-schaap-415010222/)

GitHub:

github.com/GitKindoSaurProductionsHub

YouTube: [youtube.com/@KindoSaur](https://www.youtube.com/@KindoSaur)

Portfolio: kellinschaap.nl

My name is Kellin,

I've been programming games since 2017, turning my ideas into interactive experiences, from school projects to small templates that empower others to create their own new games. When something new finds a way to get my attention, I dive headfirst into learning everything about it. I'm passionate about crafting fun, innovative worlds and always eager to level up my skills to eventually create my own dream projects for others to play.

Experience

August 2019 – January 2024

Waiter • Pannekoeken Restaurant De Kraai •

February 2023 – June 2023

Game Developer • XR-Lab • Internship •

August 2023 – January 2024

Game Developer • YIPP • Internship •

August 2024 – October 2024

ICT-Servicedesk • Purmerendse ScholenGroep • Temporary •

Has worked/Is working with the languages:

C • C++ • C# • GDScript • PHP • SQL • HTML & CSS • JavaScript • Python •

Has used/Is working with the tools:

Unity • Godot • Unreal Engine 5 • Audacity • Blender • Krita • Trello • P4V • GitHub • Visual Studio (Code) •

