



Yamil Baptista

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Personal Profile

I have recently graduated from the Fontys University of Applied Sciences with a BSc in ICT & Game Design and Technology with a base profile of ICT & Technology. I consider myself a very goal-driven person. Each project I aim towards a higher standard. Whether I am developing for video games or embedded systems, I work best in teams which share similar visions and motivations towards the end goal. My eagerness to keep learning results in my countless hours of researches both serious and casual. In my free time I enjoy playing multiplayer video games that express your creativity, challenge your thinking, and test your communication with others. I also participate in airsoft events from time to time where my teamwork and communication skills are tested and sharpened in high-stress situations.

Employment

Intern, Building and Testing Automation Sept 2019 – Feb 2020
Ziango
Eindhoven, *Netherlands*
My graduation internship at Ziango was a unique experience. I was given full responsibility to develop this project from start to finish. During this project I decided on and stuck to a methodical process which allowed me to completely redefine and integrate Ziango's deployment process, changing their fully manual process to a fully automated process. I also created a tool for Ziango that automatically plays their games, finds bugs, and reports useful data back to the testers and developers.

Intern, UWP Deployment Feb 2017 – Jun 2017
Sparkling Society
Delft, *Netherlands*
During my internship I was responsible for researching and designing a strategy for deployment of the Sparkling Society's pre-existing and future games to the UWP platform. At the end of my internship I had successfully deployed two existing games to UWP with a third following soon after.

Education

Game Design & Technology 2015 – 2020
Fontys Hogescholen
Eindhoven, *Netherlands*

ICT & Technology 2014 – 2019
Fontys Hogescholen
Eindhoven, *Netherlands*

VWO 2006 - 2012
Alphamax Academy
Paramaribo, *Suriname*



Skills	Language			
	❖ Dutch			Native Speaker
	❖ English			Fluent
	❖ Surinamese			Basic
	Software Development			
	❖ Unity C# Scripting			X
	❖ C#		X	
	❖ Javascript	X		
	❖ C++		X	
	❖ Arduino platform		X	
	❖ Web development	X		
	❖ C		X	
	❖ SOLID design principles		X	
	❖ Object-Oriented Design/Programming		X	
	Software			
	❖ Unity3D			X
	❖ Adobe Photoshop CC 2015			X
	❖ Autodesk Maya		X	
	❖ Adobe Illustrator CC 2015		X	
	❖ Adobe Premiere		X	
	❖ Autodesk Fusion 360	X		
	Hardware			
	❖ Oculus Rift		X	
	❖ Myo Gesture Control Armband	X		
	❖ Pillo	X		
	❖ Arduino Platform		X	
	❖ Raspberry Pi		X	

Hobbies & Interests	<ul style="list-style-type: none"> ❖ Designing/Creating video games ❖ Designing/Creating small hobby electronics ❖ Spending free time playing video games ❖ Airsofting
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Extra Information	<p>Vice-President 2012-2013 Interact – Youth program of the Rotary International Paramaribo, Suriname</p> <p>NSLC Engineering Participant July 2011 National Student Leadership Conference Berkeley, CA, United States</p>
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References	[References are available upon request.]
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