

TOM SOMERS

Address *Tilburg*
The Netherlands

Date of Birth 24 February 1992

Website www.tomsomers.nl

Email im@tomsomers.nl



SKILLS

Proficient Unreal Engine & Blueprints, Unity3D, C#, Adobe Creative Suite, Microsoft Office, Perforce, Sourcetree, GitLab, Microsoft Office365, TOPdesk, Windows 10

Novice Autodesk Maya

Soft skills Listening, Critical thinking, Adaptability, Problem solving, Willingness to learn, Positive attitude, Teamwork, Flexibility

Languages Dutch (Native), English
Limited working proficiency in German

EXPERIENCE

2021 – Present Allround ICT Medewerker
Tilburg, Contourdetwern

2020 – 2021 Allround ICT Medewerker (Secondment from OGD ICT-diensten)
Tilburg, ContourdeTwern, OGD ICT-diensten

2020 – 2020 Skilled Servicedesk Trainee
Tilburg & Eindhoven, OGD ICT-diensten

CERTIFICATES

ITIL 4 ITIL® Foundation Certificate in IT Service Management

EDUCATION

2014 – 2019 Bachelor of Science in Creative Media and Games Technology
Breda, *Breda University of Applied Sciences*

2011 – 2013 Information & Communication Technology (Did not complete)
Tilburg & Eindhoven, *Fontys Hogescholen*

INTERNSHIPS

2019-2019 *Design & Unreal Engine Blueprints, VR-World/VictorRomeo*

20 weeks PlacementProject (Design,Implementation&Blueprints), Flagship Spa (Implementation&Blueprints), Rituals (Blueprints), Haagdijk (Blueprints)

2017-2018 *(Technical) Design & Unreal Engine Blueprints, Enversed VR*

20 weeks Laserblade VR (design&implementation), Pressure Cooker VR (blueprints), Snowdown VR (QA), Score system & AI research and documentation.

SCHOOL PROJECTS

2016-2017	QA Lead, <i>DaVinci's Workshop (collaboration project)</i>
30 weeks	Student collaboration with Ubisoft for in-house experimentation with Virtual Reality using the Assassin's Creed IP.
2016-2016	Level Designer, <i>The Roost</i>
10 weeks	A Horror shooter made using Amazon's Lumberyard engine
2016-2016	Level Designer, <i>Unreal Tournament 2017 Beta Level (school project)</i>
10 weeks	Researching and creating a fun and balanced level for Epic Games' new Unreal Tournament
2016-2016	Design Lead, <i>Orion Conflict</i>
10 weeks	4-player strategy/card game hybrid using a very large tablet/touch screen which supported 30+ simultaneous touches.
2015-2016	C++ Programmer, <i>Project Abby</i>
10 weeks	Narrative driven exploration game where the player is being interrogated about an unknown crime.
2015-2015	Level Designer, <i>F.A.S.T.</i>
10 weeks	Top down firefighter game where you rescue people from a building apartment while fire spreads rapidly. Made for tablets/phones.
2014-2015	<i>Multiple disciplines, Indie Game Design projects</i>
4x 10 weeks	Multiple 1 st year projects, from brainstorming to writing design documentation to implementation in unreal/unity3D

INTERESTS AND ACTIVITIES

- Games/Gaming, mostly (Action)Role-Playing Games and Platformers
- Books/Reading
- Movies/Series, mostly Fantasy and Sci-Fi