Contact

0031 62 909 89 76 (Mobile)
tassio.steinmann@gmail.com

www.linkedin.com/in/tassios
(LinkedIn)
ramter77.github.io (Portfolio)

Top Skills

Unity3D
C#
JavaScript

Languages

French (Professional Working)
German (Native or Bilingual)
Catalan (Native or Bilingual)

Certifications

IELTS Academic

Certificate of Completion, Meteor
and React for Realtime Apps

Tassio Steinmann

Student at Hanzehogeschool Groningen / Hanze University of
Applied Sciences Groningen
Greater Groningen Area

Summary

I am a Game Design student at the Hanze Hogeschoool in
Groningen. I plan on specializing in programming and use my time
here to build a network of connections and skills. I want to learn how
to use multiple programming languages, game engines like Unity
3D and Unreal Engine, business practices and how to become a
successful game designer.

I generally focus on minimalistic and simple, but elegant, structured
and accessible designs.

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Experience

Self-employed
Freelance Web Developer
August 2017 - Present (3 years 3 months)
Groningen, Netherlands

Portfolio (WIP): https://ramter77.github.io./

Insel Gruppe
Scientific contributor to clinical studies
January 2015 - July 2015 (7 months)
Bern Area, Switzerland

Visualizing clinical data using graphs and charts created by using the
programming language R as well as the JavaScript framework "D3" as part of
my civil service.

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Education

Hanzehogeschool Groningen / Hanze University of Applied Sciences
Groningen
Bachelor of Applied Science - BASc, Game and Interactive Media
Design · (2017 - 2021)

University of Bern

Bachelor of Applied Science - BASc, Computer Science · (2015 - 2017)