

Yari Icke

Game Developer
Student

Skills

Yari Icke

Erasmushof 36
Huizen, 1277CB

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About me: [Website](#)

C#/ Unity / Shadergraph/ HLSL / VFX graph / Octane renderer

Adobe Photoshop/Adobe Premiere/After effects

Gamedesign Documents

Experience

SyncVR

Game Developer

2020- 2021, Utrecht

Game Developer / Technical Artist intern for SyncVR
Skybox, Lighting, and Atmosphere specialist.

Koninklijke Nederlandse Redding Maatschappij

Search and Rescue Operator

2017 - PRESENT, Huizen

Tough work under harsh conditions. I have build up a lot of experience with teamwork in critical conditions and making tie-breaking decisions in the heat of the moment.

First Aid

First Aid Specialized In Children Aid

First Aid Extended

Divers Alert Network (Permission to administer medicinal oxygen)

Extra skills

Education

De Springplank / Elementary

2004 - 2013, Huizen

De Huizermaat / High School

2013 - 2015, Huizen

De Media school/ High School

2015 - 2017, Hilversum

Specialty ICT and Web development education.

Het Grafisch Lyceum Utrecht / College

2017 - Present, Utrecht

Game Development

