WRIDZER KAMPHUIS

Game Systems Programmer

ABOUT ME

I am Wridzer, 25 years old, and I come from Utrecht. I am often fascinated by big systems and like to unravel them to see how they work and then create my own. What I contribute to the projects I work on is a stable code base on which various gameplay elements work well together to form an efficient and easy-to-use design.

CONTACT

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QUALITIES

Design ability
Creative thinking and problem solving
Communication
Problem-solving thinking
Independent work attitude

PERSONAL INTERESTS

3D printing
Pop culture
Mixed realities
Designing

WORK EXPERIENCE

Systems Developer Intern – Nixxes
September 2023 – January 2024
Working On Horizon: Forbidden West PC port has taught me a lot. I gained a lot of experience coding in **C++**, but besides hard skills I learned a lot about how **systems** work and how to work together with a **big team**. On this project I ported the leaderboards, achievements, boardgame, photomode and the option to link your PSN account.

Provisup BV - Junior Application Developer
April 2022 – Now
Working with AFAS ERP software and developing tools that can modify, import, and export data in the software via the AFAS Connect **API**. In my time here I created a **Windows Forms** application and also a web application using brazor and **ASP.NET**.

EDUCATION

HKU University of the Arts Utrecht
September 2020 - 2025
I am studying Game Development and specializing in **C++** and **backend**. I am also often involved in extracurricular activities within my program, such as being member, and chairman, of the annual **student** representation **committee** and the introduction committee.
During my education I made a lot of projects where I gained experience in **game engines** Godot, Unity and Unreal Engine, as well as several programming languages mostly but not limited to **C#** and **C++**.
I also followed courses for topics like networking, graphics, architecture, tools, AI and many more.

Copernicus SG
2011 – 2018
Mavo and HAVO diploma's.

SKILLS

Godot	1 year	HKU
Unity	9 years	Middle school, HKU, Game jams, Free time
Unreal Engine	2 years	HKU
C#	9 years	Middle school, HKU, Game jams, Free time
C++	3 years	HKU, Internship Nixxes