



# Johannes Hendrik Gerard van der Weide

📍 127.0.0.1, Utrecht, Netherlands

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🎂 Born: 04/06/2004

🕒 Died:

## Skills

### Reflecting

Nix(OS)

Game Design

Rapid Prototyping

Server Hosting

Godot

System Administration

Scrum

UnityEngine

## Interests

Free/Libre Open Source Software

Game Development

Philosophy

Game Design

Anarcho-Communism

## Languages

Dutch

Native

English

Learned

C#

Since 2020

GDscript

Since 2021

Rust

Since 2022

Nix

Since 2023

At heart I am a hobbyist, I am always tinkering away at my NixOS installation be that my server or laptop. I host my own cloud, rss reader amongst things not because I have to but because I can learn from it. For almost all my projects I try new solutions over old ones to see if I can improve my skill set.

## Experience

### CrossedMinds

Utrecht

Intern

At CrossedMinds I worked on an educational game called "Playground Heroes" commissioned by the Open University. What I liked most about this project is it is licensed under creative commons meaning it is free to be used by all!

I am happy to be able to contribute to a project that respects the users freedom.

### DIVD

Den Haag

Intern

🔗 <https://www.divd.nl/>

At DIVD I am following a series of courses.

Mainly one for learning Kubernetes and one for the Rust programming language.

## Education

### X11, Media en Vormgeving

VMBO-TL, High School

🔗 <https://www.x11.nu/>

At this school I didn't just learn Dutch, English, Math, etc but we also had creative projects with raspberry pi's and arduino's for example. It is where I had my first Game Development lessons.

### Grafisch Lyceum Utrecht

MBO

Software Engineer

🔗 <https://www.glu.nl/>

A creative vocational college where I studied Game Development and Design.

Where I learned the game engine Unity and the programming language C# but also had many lessons on game design.