



Jan van der Weide

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SKILLS

Scrum Server Hosting

System Administration Rapid Prototyping

UnityEngine GodotEngine

Nix (OS and Package Manager) AlmaLinux

INTERESTS

Free/Libre Open Source Software Game Development

Music Philosophy

LANGUAGES

Dutch English
Native Learned

C# GDscript
Since 2020 since 2021

Rust Nix
Since 2022 Since 2023

At heart I am a hobbyist, I often experiment with customizing my Linux based desktop in new ways to learn new things. I host my own home server with GitTea amongst other things not because I have to but because I can learn from it. For almost all of my projects I try new solutions over old ones to see if I can improve my skill set.

WORK EXPERIENCE

Albert Heijn

ReStocker

At this job I learned sit through harsh shifts while keeping a smile. Not all aspects of a job are fun but it is important to keep up the hard work especially in such cases. While this wasn't a very complex job by any means it did teach me some valuable lessons.

CrossedMinds

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 will be licensed under creative commons while I prefer a copyleft license I am happy to be able to contribute to project that respects the users freedom and independence.

EDUCATION

X11, Media en Vormgeving

Vmbo-TL, High School

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

Grafisch Lyceum Utrecht

Software Engineer

A vocational college game development and design. Where I am being taught to use UnityEngine and C#.