

KAMIEL DE VISSER. 26

GAME DEVELOPER. TECHNICUS. DESIGNER.



CONTACT :



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LOCATION

AMSTERDAM
THE NETHERLANDS

LINKS :



PORTFOLIO

CODEVOGEL.COM

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GITHUB

/CODEVOGEL



LINKEDIN

/IN/KAMIEL-DE-VISSER

EDUCATION :



BACHELOR OF SCIENCE
HBO ICT: GAME DEVELOPMENT

CUM LAUDE

AMSTERDAM UNIVERSITY OF APPLIED SCIENCES
09/2019 - 02/2024



BACHELOR OF SCIENCE [EXCELLENCY PROGRAMME]
HBO ICT: SOFTWARE ENGINEERING

CUM LAUDE

AMSTERDAM UNIVERSITY OF APPLIED SCIENCES
09/2019 - 02/2024



PROPEDEUSE
BÉTA-GAMMA [NATURAL AND SOCIAL SCIENCES]

UNIVERSITY OF AMSTERDAM
09/2017 - 06/2018

EXPERIENCE :



TEACHER CREATIVE SOFTWARE DEVELOPMENT
Teacher Web Development for the course 'Creative Software Development'.

UTRECHT, THE NETHERLANDS
04/2024 - PRESENT



SELF-EMPLOYED TUTOR SOFTWARE ENGINEERING
Multiple years of experience as a self-employed tutor of software engineering / programming.

AMSTERDAM, THE NETHERLANDS
09/2021 - PRESENT



GRADUATION INTERN: AI IN GAMES

Performed a study on how game designers can use large-language models to provide meaningful conversation in serious games, and built a proof-of-concept game.

ROTTERDAM, THE NETHERLANDS
09/2023 - 02/2024



TEACHER'S ASSISTANT: MINOR PROGRAMMING

Assistant tutor at the Minor Programming taught at the University of Amsterdam. Supervised the Game Development projects for students and taught programming in C, C# & Python.

AMSTERDAM, THE NETHERLANDS
09/2022 - 01/2024



INTERN DESIGN, DEVELOPMENT AND PORTING

Worked on content for 'Reggie, his cousin, two scientists and most likely the end of the world'. Designing and implementing game mechanics for a boss, and studying how the IP should be ported to a mobile game.

AMSTERDAM, THE NETHERLANDS
09/2021 - 02/2022

SKILLS :

SPOKEN LANGUAGES:

Dutch (Native), English (Native) & German (B2)

PEOPLE SKILLS KEYWORDS:

Teampayer, Motivational, Determined, Communicative, Listener, Supportive

PROGRAMMING LANGUAGES AND FRAMEWORKS:

C#, C, Java, Python, Kotlin, Python, R, Xamarin Forms, SQL, HTML/CSS, Javascript, Typescript, p5.js, node.js

CREATIVE SOFTWARE:

Unity, Blender, Substance Painter/Designer, Adobe Photoshop/Illustrator, Lightroom, Sony Vegas Pro, Audacity, Ableton Live