

Mikey Woudstra

Game Developer
Software Developer

Details

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Netherlands

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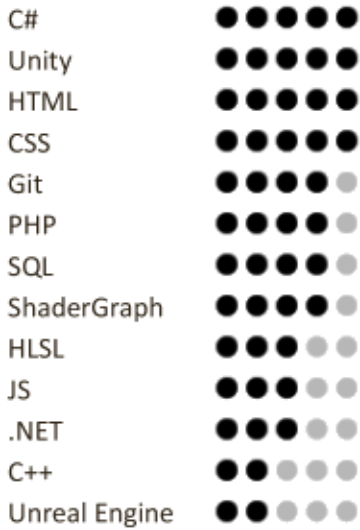
Links

[LinkedIn](#): Mikey Woudstra
[Portfolio](#): mikeywoudstra.com

Traits

Problem Solver
Team Player
Quick Learner
Eager For Knowledge
Attention To Detail
Jack Of All Trades

Skills



Profile

Experienced game developer and application specialist with a focus on creating robust system architectures for immersive gaming experiences. Proficient in C#, Unity, and various programming languages. Skilled in developing intricate mechanics that elevate gameplay. A dedicated learner, consistently seeking to expand knowledge and skills. Experienced problem solver and team player.

Education

Bachelor of Creative Media and Game Technologies (Game Developer), Hogeschool voor de Kunsten Utrecht

2019 - 2023
📍 Utrecht, Netherlands

Focus: System architecture, Multiplayer, Gameplay

Application & Media Developer, ROC West-Brabant

2016 - 2019
📍 Roosendaal, Netherlands

Focus: .NET, SQL, API, PHP, HTML, C#, WPF

Employment History

Game Developer - Internship, Gamious

2021 - 2022
📍 Haarlem, Netherlands

Worked on unannounced Unity project, developing my skills, and following my passion for game development.

Software Developer - Part-time, Kinly

2019 - 2019
📍 Breda, Netherlands

During my time in the audio-visual industry as a software developer, I focused on creating cutting-edge meeting rooms equipped with state-of-the-art technology. My role involved implementing innovative solutions to ensure seamless audio and visual experiences during meetings.

Web Developer - Internship, Motionmill

2019 - 2019
📍 Antwerpen, Belgium

As an intern at MotionMill, I delved into WordPress, broadening my expertise in PHP, CSS, and HTML. Working with a skilled team, I crafted dynamic websites and gained valuable web development insights. This website was also crafted with dynamic content in mind.

Software Developer - Internship, MK2 Audiovisueel (now Kinly)

2018 - 2019
📍 Breda, Netherlands

At MK2, I gained audio-visual expertise and specialized in setting up audio/visual conferences rooms, enhancing my passion for exceptional audio/visual experiences and creating a better workflow for other companies.