Timme Kingma

Software Engineer

Profile

Software Development student at Windesheim University of Applied Sciences with a background in game and VR development using Unity and C#. Gained hands-on experience in interactive applications, testing, and teamwork through multiple internships. Currently focused on software engineering, clean architecture, and building maintainable, real-world applications, and seeking an internship or junior role to continue growing as a developer.

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Work Experience

Intern Software Engineer// CodeGlass – Zwolle (Jul 2025 – Jan 2026)
- Worked on software development projects within a school development team.
- Applied coding best practices and gained experience with production codebases.
- Reconstructed code bodies from graph data.

Intern Software Engineer// djurve – Zwolle (Apr 2025 – Jun 2025)
- Built an internal web-based editor using Svelte, TypeScript, and C#.
- Developed reusable UI components and application logic.
- Translated functional requirements into technical solutions.
- Improved usability and maintainability of internal tools.

HR Assistant // DNZT – Meppel (Jun 2023 – Aug 2023)
- Supported HR operations and staff planning during peak season.
- Managed employee scheduling to ensure optimal workforce coverage.
- Resolved staffing issues related to high turnover and vacation employees.
- Coordinated replacements to maintain performance and continuity.

Intern Developer // VR Owl – Utrecht (Aug 2022 – Feb 2023)
- Contributed to virtual reality projects using Unity and C#.
- Assisted in developing immersive and interactive VR experiences.
- Tested, debugged, and optimized application performance.
- Collaborated with developers and designers in an agile team.

Intern Game Developer // NoPressureStudios – Emmen (Jan 2022 – Jul 2022)
- Contributed to web game development using PlayCanvas and JavaScript/TypeScript.
- Implemented gameplay features and scripting logic.
- Gained experience in game design and development workflows.

Education

Degree: University of Applied Sciences – Software Development // Windesheim | Zwolle
Start Date: 2023 – **End Date**: Present (Expected Graduation: 2027)

Degree: senior secondary vocational education – Game Development // Deltion College | Zwolle
Start Date: 2019 – **End Date**: 2023

Degree: Secondary Vocational Education // Terra | Meppel
Start Date: 2015 – **End Date**: 2019

Technical Skills

Programming Languages
C#, JavaScript, TypeScript, Java, SQL, HTML

Frameworks & Tools
ASP.NET Core, Entity Framework, Unity, Git, NPM, Docker, Postman

DevOps & Testing
CI/CD Pipelines, Azure Pipelines, GitHub Actions, Unit Testing, Playwright

Systems & Security
Linux, Kali Linux Tools, Wireshark

Other Skills
UML, Scrum, Communication, Problem Solving

Languages
- Dutch – native
- English – B2