



# Jan van der Weide

## Software Engineer

At heart I am a hobbyist, I often experiment with customizing my Linux desktop in new ways to learn new things. I host my own web server and git repository not because I have to but because I can learn from it, for almost all of my projects I try new things over old solutions to see if I can improve my skill set.



## Personal Info

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## Skills

|                   |             |
|-------------------|-------------|
| Scrum             | ● ● ● ● ● ● |
| Server Hosting    | ● ● ● ● ● ● |
| SysAdmin          | ● ● ● ● ● ● |
| Rapid Prototyping | ● ● ● ● ● ● |
| UnityEngine       | ● ● ● ● ● ● |
| Godot             | ● ● ● ● ● ● |



## Languages

|          |             |
|----------|-------------|
| Dutch    | ● ● ● ● ● ● |
| English  | ● ● ● ● ● ● |
| C#       | ● ● ● ● ● ● |
| Rust     | ● ● ● ● ● ● |
| GDscript | ● ● ● ● ● ● |



## Work Experience

### Re-Stocker

2019-2021

*Albert Heijn*

At this job I learned to 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 while this wasn't the most complex job by any means it has taught me some valuable lessons.



## Education

### Vmbo-TL

2016-2020

*X11, Media and Design*

At this school I didn't just learn Dutch, English and math but we also often had creative projects with raspberry pi's and Arduino's but it's also where I had my first Game Design lessons.

### Mbo Software Engineer

2020-Current

*Grafisch Lyceum Utrecht*

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

