

CHRIS HUIDER

EDUCATION

Bachelor of Science, Information & Communication Technology - Game Development

2020-present

Amsterdam University of Applied Sciences

- Finished propaedeutic year with distinction.
- Worked on four game development- and two app development project.
- Study program consisted of, but was not limited to: Programming (java), Programming (C#), Database programming, Simulation and Physics, Game mechanics and Artificial intelligence.
- Minor in Virtual Reality.
- Thematic semester in Gameplay Engineering.
- Side activity: Assistant math instructor.

Senior General Secondary Education

2016-2020

Don Bosco College - Volendam

- Study program consisted of, but was not limited to subjects like: Mathematics for scientific studies, Mathematics for the hard sciences, Mathematics (analysis and geometry), Advanced mathematics, Physics, Chemistry and Business administration.
- Member of the student council.

EXPERIENCE

Intern VR Unity Developer

2024-present

Koninklijke Luchtvaart Maatschappij (Royal Dutch Airlines)

- Wrote a research paper about implementing large language models into non-player characters and its effects on users.
- Researched large language models and its implementation alongside non-player characters and the roles they serve in games.

Intern VR Unity Developer

2022-2023

Koninklijke Luchtvaart Maatschappij (Royal Dutch Airlines)

- Wrote a research paper about hand tracking applications and usage for a virtual reality airplane cockpit.
- Worked on creating a Node system responsible for handling flight procedures.

HOBBIES / INTERESTS

- Motorcross / Supermoto
I started riding motocross in 2019 and have been hooked since. I like the competitive aspect and the thrill of racing motorcycles.
- Gaming
I've been gaming since I got my first laptop when I was eight years old and have been gaming ever since. I love a lot of different games ranging from Real Time Strategy to First Person Shooter.
- Art
Creativity has always been a part of me and has showed different forms through my life. I mostly like drawing both digitally and analog, making 3D models and making pixelart.

PERSONAL INFO



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The Netherlands



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10-07-2003

LANGUAGES

Dutch



English



German



French



SKILL SET

- Unity Engine
- Android Studio
- Git
- C#
- Java
- Scrum- Agile Method
- Adobe Photoshop
- Blender
- Figma

PORTFOLIO

- rh4yz0r.github.io
- linkedin.com/in/chris-huider

References available on request.