JAIMY PUTTER

SOFTWARE DEVELOPER

PROFILE

With over **10 years** of experience as a programmer, I am driven and resilient. My greatest strength lies in my perseverance—I never give up until a problem is solved. This determination has led to successful outcomes in all my endeavors. Additionally, I possess a strong sense of creativity, and I utilize programming as a means to express and explore my imaginative side, which brings me immense joy. Furthermore, I have honed my leadership skills by collaborating with friends on various projects, where I effectively managed teams and ensured continuous progress.

CONTACT

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EDUCATION

Amsterdam University of Applied Sciences – Applied Physics
2022 - Now
Currently, I am pursuing a degree in Applied Physics. This program has significantly strengthened my skills in mathematics and physics. It has equipped me with the tools to approach challenging problems creatively and find innovative solutions.

Mediacollege Amsterdam – Game Development
2018 - 2021
I joined Mediacollege with prior programming experience, which allowed me to skip the first year and complete the 4-year program in 3 years. During my time at Mediacollege, I gained valuable experience collaborating with developers and artists as a team to create complete games. I graduated from Mediacollege with honors (Cum Laude).

WORK EXPERIENCE

DTT – Unity & Web Developer
aug. 2020 – feb. 2022
- Worked on the development of the web "MBOStad" game, focusing primarily on gameplay and multiplayer systems.
- Developed a Facebook game for HHNK (Hollands Noorderkwartier Water Authority), raising awareness about water management and conservation.
- Contributed to MediaMasters, an educational game that teaches media literacy and skills to students aged 10-12 during the Week of Media Literacy.

Royal Netherlands Army - Unity Developer
aug. 2020 – jul. 2020
During my internship, I took full responsibility for finding a new approach in innovating the application of camouflage patterns on vehicles within the army. I independently tackled the task without direct supervision, allowing me to explore creative solutions and implement them effectively.

DusDavidGames Server - Software Developer
aug. 2018 – dec. 2018
At DusDavidGames (DDG), I worked on the "OpenKingdom" project, a major Dutch Minecraft server. It provided a valuable learning experience as I delved into a complex and fascinating codebase. My role involved developing a system for players to purchase server-wide boosts.

ZoutePopcorn Server - Lead Software Developer
jul. 2016 –oct. 2019

- Automated the highly successful "OorlogSimulatie" game mode, resulting in a significant player base increase of approximately 471% (from around 35 to 200 active players).
- Single-handedly coded and developed the highly successful "Radiation" game mode, which achieved significant success on a Dutch Minecraft server with a player base of around 40 people.
- Led the creation of essential systems including the Hub, player stats, lobby, and rank systems, improving user engagement and gameplay experience.

SKILLS

Programming languages:
- Java: 10 years
- SQL: 7 years
- C#: 5 years
- JavaScript: 4 years
- HTML: 4 years
- CSS: 4 years
- TypeScript: 3 years
- PHP: < 1 year

Programming libraries, frameworks & tools:
- Spigot / Bukkit: 10 years
- NMS (mc): 7 years
- MongoDB: 7 years
- Git: 6 years
- Unity: 5 years
- Node.js: 4 years
- Netty.io: 4 years
- Vue.js: 2 years
- Socket.IO: 2 years
- Three.js: 2 years
- Spring: < 1 year
- Tailwind CSS: < 1 year
- Redis: < 1 year
- BungeeCord: < 1 year

DevOps tools:
- Ubuntu (Linux): 5 years
- Docker: 3 years
- NGINX: 1 year
- Kubernetes: < 1 year
- Jenkins: < 1 year
- Argo CD: < 1 year
- Unraid < 1 year