

Plugin Development Portfolio

Introduction

Hey! I'm Valdemar, an experienced Bukkit/Spigot/PaperMC plugin developer with 4-5 years of experience. I have a strong background in custom plugin development, contributing to open-source projects, and working on popular Minecraft servers. Here's a glimpse of my work:

Featured Projects

Advancius Network

Role: Developer

Player Count: 100-150 online players (average)

Discord: <https://discord.gg/j7hhMKGe>

At Advancius Network, I have been actively involved in plugin development, helping to enhance the player experience and server performance. Some of my notable contributions include:

- Custom game modes and features.
- Performance optimizations for smoother gameplay.
- Bug fixes and ongoing maintenance.

PrisonTeam's Prison Plugin

Role: Contributor

GitHub Repository: <https://github.com/PrisonTeam/Prison>

I collaborated with the PrisonTeam on their open-source prison plugin. My contributions involved:

- Implementing new features and functionality.
- Enhancing code quality and readability.
- Resolving issues and providing support to the community.

Arctic Network

Role: Senior Developer

On Arctic Network I helped set up new game modes, managed the server, and fixed a ton of issues/bugs. My responsibilities included:

- Custom plugin development based on server needs.
- Ensuring plugin compatibility and stability.
- Ongoing support and updates.

Personal Projects

Here is one of my personal projects, note that I cannot share most as they have been made for either servers or commissions and can therefore not be shared:

Duels

The Duels plugin sets up a server for a Duels gamemode, which can generate arenas, and handle game-mechanics for different gamemodes. It's designed to also work in a survival server.

GitHub repository: <https://github.com/ValdemarF20/Duels>