

# de Wit Software

Full-stack development

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## About me

I am a passionate game developer with a strong focus on creating innovative and high-performance gaming experiences. With extensive experience in Unity and C#, I have developed multiplayer games, optimized game performance, and implemented AI using machine learning. I thrive on tackling technical challenges, from designing game mechanics to optimizing low-level systems, and have a keen interest in game development, full-stack web-development and embedded software projects.

For references and more details on the projects described here and other (personal) projects, [visit my website \(dewitsoftware.nl\)](https://dewitsoftware.nl)!

## Education

HU University of Applied Sciences Utrecht  
Bachelor's degree, HBO-ICT

2014 - 2018

Cum Laude (GPA 4.0)

Student identification number: 1641329

## 1+ years of professional experience

*Featured expertise **in bold** - In no particular order*

**Unity**, **AWS**, **C#**, **Typescript**, **Node.js**, **CI/CD**, Accessibility (WCAG), Agile/Scrum, Angular V2+, ArgoCD, Asynchronous Programming, CSS, Cloudflare, Code Reviews, Cross-Browser Compatibility, Docker, Dynamic web maps, Expo, Express.js, GCP, Git, GitOps, Github Actions, GraphQL, HTML, HUGO, Jasmine, JavaScript, Karma, Kubernetes, MySQL, NPM, NestJS, NoSQL, Performance Optimization, Postgres, RESTful, RXJS/NGXS/NgRx, React Native, Responsive design, SASS, SEO Best Practices, Stripe, TypeORM, UX/UI Best Practices, Unit Testing, Web Security

## Highlighted project

### BuddyBall

Blender, C#, Photon Fusion, Unity

May. 2022 - Oct. 2022; 5 months

[Video of this project \(Youtube\)](#), [Link to the game \(itch.io\)](#). This is [my winning submission](#) of the Back to School Multiplayer Game Jam 2022, under the category "Best competitive Gameplay".

I developed a multiplayer e-sports game in Unity using C# and Photon Fusion for multiplayer, along with machine learning (Unity ML-Agents) for AI opponents. Although unfinished, it is playable. Performance optimization and scalable architecture were key priorities. I also developed a minimalist component based framework for the UI, using Unity UI Toolkit, which enhanced my understanding of web frameworks like Angular and React.

### Express Me

AWS, Android Native, Expo, Github Actions, Java, Micronaut, Postgres, RXJS/NGXS/NgRx, React Native, Typescript

Jul. 2024 - Ongoing;

Co-developing Express Me, an app that assists people with speech impairments, using a React Native front-end and a Spring Boot back-end, deployed in an AWS cloud environment. I'm excited to share more about this project in person! [ExpressMe](#)

## Software Engineer

Jan. 2023 - Jun. 2024; 1 year, 5 months

### Alliander

AWS, Angular V2+, Dynamic web maps, GitOps, Github Actions, Kubernetes, NestJS, Node.js, Postgres, RXJS/NGXS/NgRx, TypeORM, Typescript

At Alliander, I worked as a full-stack developer, responsible for developing and maintaining a custom front-end (Angular) and backend (Node.js/NestJS/Postgres) for an application managing power grid issues. I led the migration of our deployment from Openshift to an AWS EKS cluster and guided the transition from a SAP HANA-based data architecture to an AWS-hosted architecture, collaborating closely with stakeholders to develop technical solutions.

## Lead Platform Developer

Apr. 2020 - Apr. 2022; 2 years, 1 month

### SyncVR Medical

Angular V2+, C#, Cloudflare, Express.js, GCP, Github Actions, GraphQL, JavaScript, MySQL, NoSQL, Node.js, RXJS/NGXS/NgRx, Typescript, Unity

At SyncVR, I was the lead web developer, responsible for developing and maintaining a custom platform with an Angular front-end and Node.js/Express backend on Google Cloud. I led the platform's evolution from an internal tool to a comprehensive system for remote device management and app store features, eventually refactoring it to migrate from Firestore to MySQL, using a GraphQL implementation I developed. I also collaborated with stakeholders and mentored students on VR applications.

## Arcadable

Nov. 2019 - Apr. 2020; 6 months

Arduino, C++, KiCad

[Video of this project \(Youtube\)](#) I developed a custom gaming table from scratch, focusing on embedded software and hardware. The project includes designing a PCB with KiCad and creating ArcadableScript, a custom interpretive programming language that runs on a Teensy MCU or via a VSCode extension, all built from scratch. A key challenge was optimizing performance to drive a 42x42 LED display using two MCUs in parallel, while also handling audio and game logic. More details are available in [in this blog post \(Medium\)](#) and [this repository \(Github\)](#).

## Web Developer

Feb. 2018 - Nov. 2019; 1 year, 10 months

### Targomo

Angular V2+, Dynamic web maps, Express.js, HUGO, JavaScript, Node.js, RXJS/NGXS/NgRx, Stripe, Typescript

During my graduation internship at Targomo, I researched and set up online documentation for the company's APIs. After the internship, I was hired to maintain and update the API documentation website (HUGO). Additionally, I implemented and maintained a custom front-end (Angular) and backend (Node.js/Express) for managing SCA-compliant payments with Stripe and led the development of two custom web-applications.

## VR Developer Internship

Sep. 2016 - Feb. 2017; 6 months

### Bricks & Goggles

Blender, C#, Unity

At Bricks & Goggles, I did an internship. During this internship, I helped developing Virtual Reality applications for the Oculus Rift. I also developed Unity plugins which allowed the team to make more accurate time estimations, and reduced the time required to import and prepare/optimize architectural models to be used for VR. I did research on performance optimizations for VR in Unity/C#.