



NIELS STRIJKER

Game Programmer

AI – Gameplay – QA – Tools

ABOUT ME

I am a collaborative and dedicated game programmer that feels most at home when working in a team. I am always eager to learn new things and am not afraid to take on a challenge. During my time at BUAS I have developed a diverse set of programming and game development skills, whilst working in multi-disciplinary teams. My biggest passion lies with Game AI, but I also have interests in other areas.

SOFT SKILLS

Collaboration & Teamwork
Effective communicator
Flexible and dedicated worker
Innovative problem-solving
Proactive learner and decision making
Open to feedback and criticism
Stress resistant

CONTACT

PHONE: +316 2950 7332
WEBSITE: nielsstrijker.com
EMAIL: nielsstrijker@gmail.com
LINKEDIN: www.linkedin.com/in/nielsstrijker

LANGUAGES

Dutch – Native
English - Fluent

MY INTERESTS

Sports such as: Swimming, Ice Skating, Biking, Snowboarding and Longboarding
Relaxing with friends and getting to know new people
Fashion
Sailing
Playing and (mostly) making games

EDUCATIONAL BACKGROUND

BREDA UNIVERSITY OF APPLIED SCIENCES (2017 – PRESENT)

Bachelor of Applied Sciences – Breda, The Netherlands
Expected Graduation July 2021

ICHTHUS LYCEUM (2012-2017)

Pre-university education - Driehuis, The Netherlands
Graduated

INTERNSHIP EXPERIENCE

TRIUMPH STUDIOS – C++ Gameplay Programmer

Work on unannounced title – Supervisor: [Ajay Ramautar](#)
2021 (20 Weeks)

Tasks in UI & Gameplay Systems
Learned to work with custom codebase and practiced professional communication with colleagues

PROJECT EXPERIENCE

“PROJECT EXHIBITED” – AI/QA Programmer (WINDOWS)

Single player stealth game using Unreal Engine 4
2019- 2020 (32 People)

My biggest contributions:

- AI Behavior and underlying systems
- Continuous Integration pipeline with automatic Steam deployment
- Naming convention enforcement
- Audio (Wwise) Implementation

TECHNICAL SKILLS

C++

4 years

Python

1 year

Visual Studio

4 years

Unreal Engine (C++ & Blueprinting)

3 years

Perforce

3 years

Jira

1 year

Jenkins

1 year

Wwise UE Implementation

1 year