

Gijs Soeteman



-  MY PORTFOLIO
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-  Amsterdam
-  21/09/2002
-  Driving License B

LANGUAGES

- Dutch** – Native/Bilingual
- English** – Fluent
- German** – Conversational
- Japanese** – Basic

INTERESTS

- Gaming**
Mainly: Souls-likes
- Reading Manga**
Most recently: Imaginary
- Traveling**
Most recently: Japan
- Hardware assembly**
PC Building
- Web development**
Creating my own website

PROFILE

A thinker, designer, and developer at heart, I'm naturally driven and proactive. I thrive in challenging environments and often step into leadership roles, bringing initiative, creativity, and a deep commitment to every project I take on.

EDUCATION

HBO-ICT

Amsterdam University of Applied Sciences

2023 – present | Amsterdam, Netherlands

Fourth year

PROFESSIONAL EXPERIENCE

Little Chicken Game Company

Technical Designer Intern

09/2025 – 02/2026

Designing, balancing, and implementing systems such as dialog, achievements, and gameplay related

NERDS

IT Support Specialist

11/2024 – 09/2025 | Utrecht, Netherlands

Providing IT support to customers across various campaigns, resolving issues via phone and email

Hogeschool van Amsterdam

Student Mentor

02/2026 – Present

Mentoring for 3rd and 4th year students

SKILLS

Programming – C#, JavaScript, HTML, CSS, C++

Game Engines/Frameworks – Unity, MonoGame

Game Design – Creating game design documents

Leadership – Proactive leadership roles within development teams

Agile SCRUM – Working with user stories within sprints

Google Workspace – Drive, Docs, Sheets, etc.