



THIJS BOUWHUIS

GENERALIST GAMES
PROGRAMMER

MAIN OBJECTIVE

I am a generalist games programmer currently working at Crytek for the Hunt Franchise

I am always looking to experiment with and learn how to work with new things.

INTERESTS

- Games
- Soccer
- Wakeboarding
- Boating
- Reading
- Traveling

CONTACT DETAILS

Website:
www.thijsbouwhuis.com

Mail:
thijsbouwhuis@outlook.com

LinkedIn:
[Thijs Bouwhuis](#)

EXPERIENCE

Hunt Franchise - Crytek

Breda (Remote) | January 2023 - Present

- Online Games programmer for the Hunt Franchise

Kuuasema

Helsinki | March 2022 - August 2022

- Programming internship, Working on both Mobile & PC
- Worked with Unity and Photon for multiplayer.
- Worked in multiple teams in multiple development stages
- Implemented FMOD for a project

Age of Wonders 4 - Triumph Studios (Paradox)

Delft | Sept 2021 - Feb 2022

- Gameplay and UI Internship
- Worked on features for Age of Wonders 4 using and extending their custom engine, tools and ui framework

Arid (Student Project)

Breda | Sept 2020 - June 2021 (32 weeks)

- Gameplay, tools and Lead programming
- Won Best Student Game at the Dutch Game Awards and Finalist at the Rookies with over 1240 overwhelming positive reviews.
- Created systems such as serialization, interaction system, animation system, narrative system.
- Managed the programming team, consisting of 4 people. Making sure they finished their tasks, documented it properly and that the codebase was always in good health.

ACADEMIC HISTORY

Games Programming

Breda University of Applied Sciences |2018-2022

- Gameplay Focus
- Won Dutch Game Awards best student game 2021 with ARID

Bornego College - Gymnasium/VWO

Joure/Heerenveen | 2012 - 2018

- Nature/Technical study program

TECHNOLOGY

Software

- Visual Studio
- JetBrains IntelliJ
- JetBrains Rider
- Android Studio
- Unreal Engine 4
- Unity
- Perforce
- Git
- FMOD

Programming Languages

- C++
- Java
- C#
- Golang
- Python
- WPF (NoesisGUI)