



MATTHIAS VAN HERK

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I am Matthias, a 24-year-old game development student. I aspire to become one of the best game developers in the world. Growing up I played a lot of video games, and they still bring me much joy. I've come to love all parts of game development, from game design to programming. You can check out my projects on www.matthiasvanherk.com.

Education

Amsterdam University of Applied Sciences

HBO-ICT, Game development,

Amsterdam, North-Holland

Project based, Average score 10 out of 10, I've learned various necessary skills for working in the games industry, including game design, working with and creating databases, pitching ideas, making prototypes, programming in JavaScript and C#, and playtesting.

1 September 2023 – Now

University of Utrecht

Computer Science and Game technology,

Utrecht, Utrecht

Subjects completed: Game Programming, Introduction Project
Game technology, Computer Architecture and Network

1 September 2020 – 31 augustus 2021

Jac. P. Thijsse college

VWO,

Castricum, North-Holland

Subjects: Dutch, English, German, Math B, Physics, Chemistry, Computer Science, Music

4 June 2020

Experience

Beyond Sports

Unity developer intern

Alkmaar, North-Holland

- I worked in a professional team as a unity developer
- I gained experience working full time at a company for about 5 months

Februari 2025 – June 2025

Amsterdam University of Applied Sciences

Student mentor

Amsterdam, North-Holland

- I support teachers in class by answering students' questions. September 2024 – Januari 2025
- I solve JavaScript coding problems and explain the issues to first year students. September 2025 – Januari 2026
- I provide feedback on professional skills and personal development of first-year game development students.

Volunteer work

Scouting Castricum

Scouts group leader for children aged 7-11

Castricum, North-Holland

- I organized different sorts of activities using creativity and planning skills. September 2020 – August 2024
- I practiced speaking in front of groups and explaining ideas in varying levels of difficulty and detail.

Skills & Interests

Technical: **JavaScript:** 1 year of experience, **C#:** 3 years of experience, **SQL:** 2 years of experience, **Monogame:** 1 year of experience, **Unity:** 2 years of experience.

Language: **Dutch:** Native, **English:** fluent, **German:** basic listening and reading fluency, limited speaking capabilities (6 years in high school).

Other skills and experiences: Working in teams and communication, playtesting, game design.

Interests: Hiking, video games, playing the violin, learning different kinds of handcrafts, free running.