

Gijs Soeteman



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

LANGUAGES

Dutch – Native/Bilingual

English – Fluent

Japanese – Basic

INTERESTS

Gaming

Mainly: Souls-likes

Bouldering

Best grade: 6B

Traveling

Most recently: Italy

Reading Manga

Most recently: Chainsaw Man

Hardware assembly

PC Building

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 specializing in Game Development

PROFESSIONAL EXPERIENCE

Little Chicken Game Company

Technical Designer Intern

09/2025 – 02/2026

Designing, balancing, and implementing gameplay systems, tools, and content. From dialogue and progression to achievements and economy.

Wet Shrimp

Co-Founder

09/2026 – Present

Co-creating and developing one game per month, working across game design, programming, sound, and VFX. Creating social media content to showcase our games and build the studio's online presence.

Amsterdam University of Applied Sciences

Student Mentor

02/2026 – Present

Mentoring 2nd, 3rd, and 4th year students

SKILLS

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

Game Engines/Frameworks – Unity, MonoGame

Game Design – Designing and documenting game systems

Leadership – Proactive leadership roles within development teams

Agile SCRUM – Working with user stories within sprints

Google Workspace – Drive, Docs, Sheets, etc.