

Hide Derks

Technical Design Student

Education

Bachelor of Science: Creative Media and Game Technologies

Breda University of Applied Sciences - 2020 - present

Design & Production discipline, specializing as Technical Designer

Experience

Alice: Through the Fey Realm

Breda University of Applied Sciences - Sept. 2023 - present

Made sure CI/CD pipelines and infrastructure was functional and in-place (for multiple teams), worked on inventory & equipment systems. Along with taking a leading position as Build Engineer.

Student Ambassador

Breda University of Applied Sciences - Sept. 2022 - present

Represent our university and course(s). Both to inform prospective students, but also to attract them towards choosing BUAs.

Divided Skies

Technical Game Designer & Build Engineer, BUAs - Sept. 2022 - Feb. 2023

Created a Mission System for easily developing quests, worked on platform support for PlayStation®5 & Steam Deck™ and made sure we had Jenkins set-up as a CI/CD platform for automated building.

Remnants in the Sand

Technical Game Designer & Tools Manager, BUAs - May. 2022 - Jul. 2022

Worked on packaging to PlayStation®5 platform, performance optimization and general tech-support for the team.

Duck Side of the Moon

Game/System Designer, BUAs - Nov. 2021 - Feb. 2022

Worked on conceptualizing and development of a prototype, including development on an inventory system, a crafting system and a savegame system

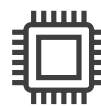
Interests / Hobbies



Archery



Mythology



Hardware



Gaming



Space & Science



Profile

My name is Hidde Derks and I'm a third year Game Design student at BUAs. I'm a very technically inclined individual, with skills ranging from Software to Hardware to basic IT.

My main focus is on being a Technical Game Designer and Build Engineer. Creating different ways to improve project pipelines and/or features.

Skills

Programming/Scripting:

Blueprint visual scripting, Python, Unreal BuildGraph, Groovy, Shell/Bash, GDScript, HTML/XML, Basic C++ in Unreal.

Software:

Unreal Engine 4&5, Perforce, Jenkins, GitHub, Windows, Linux, Godot, Cloud APIs, Jira/Confluence.

Other:

PC Hardware & Troubleshooting, Basic IT skills (e.g. LAN setup/config), PS5 Development

Languages

English: Native/Bilingual

Dutch: Native/Bilingual

Contact

E-Mail: hmp.derks@gmail.com

Portfolio: hidde-derks.com

LinkedIn: [linkedin.com/in/hidde-derks](https://www.linkedin.com/in/hidde-derks)