

Sjoerd Wouters

I am a 21 year old Software Developer from The Netherlands

EXPERIENCE

[Monobanda](#) / *Lead Contributor*

June 2025 - Januari 2026

- Worked on their music creation game [YouBeatAI](#)
- Made critical architectural design decisions
- Worked on low level audio backend systems

[Monobanda](#) / *Gameplay and Shader Programmer*

Januari 2024 - February 2025

- Worked on their award winning game [Soulpaint](#)
- Worked on their virtual reality game [Deep](#)
- Worked on their mobile game [Call of The Void](#)

[Trixel Creative LLC](#) / *Gameplay Programmer*

November 2021 - May 2022

- Worked on their flagship game [Restitched](#)
- Worked on and polished core gameplay mechanics
- Worked on developer level creation tools

EDUCATION

[Grafisch Lyceum Utrecht](#) / *Software Development*

August 2021 - August 2025

- Object oriented programming in C#
- Game development using the Unity engine
- Programming HLSL and GLSL shaders
- Version control using git(hub)
- Collaborating using scrum

[Niftarlake College](#) / *Higher General Education*

August 2018 - August 2021

- General higher education (H.A.V.O)
- Learned linear algebra and calculus
- Learned to speak fluent english

SKILLS

Languages: [C#](#) / [C++](#) / [C](#)

Engines: [Unity](#) / [Godot](#)

Graphics: [OpenGL](#) / [OpenTK](#) / [SDL](#)

Shaders: [GLSL](#) / [HLSL](#)

Other: [Linux](#) / [.NET](#) / [Git](#)

CONTACT

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LOCATION

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