



## Sam Leguijt

### CONTACT INFORMATION

**Portfolio** <https://samleguijt.dev/>  
**GitHub** <https://github.com/SamLeguijt>  
**LinkedIn** <https://www.linkedin.com/in/sam-leguijt>  
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### TECHNICAL SKILLS

**Programming** C#, C++, Python  
**Engines** Unity, Unreal, MonoGame  
**Tools** Git, Jira, Trello

### LANGUAGES

Dutch (native)  
English (fluent)

### INTERESTS

I enjoy working on personal game projects and ideas. In my free time and during commutes, I often design game concepts and mechanics and write down ideas. When I have the time, I like to experiment with these ideas and turn them into playable prototypes. Besides game development, I enjoy spending time outdoors; going for walks, relaxing in the park or riding my motorcycle are things I like to do to clear my mind and recharge.

## PROFILE

I am a dedicated Game Development student focused on continuous improvement through hands-on learning and practical experience. Actively choosing difficult and unfamiliar topics, I often seek new opportunities to grow as a developer and broaden my skillset. With experience in working environments from a young age, I have developed a strong work ethic and practical mindset. My goal is to contribute to meaningful interactive experiences while working towards becoming a skilled professional in the game industry.

## WORK EXPERIENCE

### Game Programming Intern

Knucklehead Studios, Utrecht

*February 2024 — July 2024*

Worked as a full-time game programming intern in a VR specialised game studio. Gained experience working in a professional production team, building systems and contributing to the development of an update for an already released VR title.

### Kitchen Manager

Kipkamer, Amsterdam

*October 2018 — Present*

Managed daily kitchen operations in a high-pressure environment, coordinating a young team of delivery drivers while ensuring food quality, on-time deliveries, and maintaining hygiene standards.

### Kitchen Assistant

Restaurant Ctaste, Amsterdam

*September 2016 — December 2021*

### Newspaper Distributer

Spotta, Amsterdam

*February 2012 — August 2016*

## EDUCATION

### HBO-ICT – Game Development

Amsterdam University of Applied Sciences, Amsterdam

*September 2021 — Present*

Currently pursuing a Bachelor's degree in HBO-ICT with a specialization in Game Development. While focused on game development, it provides a broad technical foundation that prepares graduates for positions within the overall IT industry as well.

### HAVO (Secondary school)

IVKO MSA, Amsterdam

*September 2013 — June 2019*