



# Jos Vrijdag

## Senior Game Programmer

10+ years CTO / Co-founder

### My Contact

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### Hard Skills

- UE5(/UE4/UDK), Unity, Proprietary
- C++, C#, Lua, Blueprints/UMG/Slate
- P4, Git
- Rider, VSCode, Visual Studio
- Atlassian suite (Jira, Confl, Crucible)

### Soft Skills

- Responsible; Dependable; Accountable;
- Communicative, Team-player
- Positive and Approachable

### Core Competencies

- UI/UX, 3Cs & Gameplay Systems
- Multiplatform Development
- Local & Online Multiplayer
- Programming Paradigms (OOP, DOP, FP)
- Agile / Scrum Methodologies

### Education Background

- *Breda University of Applied Sciences*  
*Bachelor in Game Technologies (CMGT/IGAD)*  
*2013 - 2017*  
*cum laude (10/10, 9.1 average)*

### About Me

For over a decade I've operated as CTO/Co-founder and wore many hats in dev and management on a multitude of internal and external IPs. Some of my highlights include:

- Built UE projects **multiplatform** with CI/CD output for major platforms, with our **proprietary project-agnostic UE5 framework**.
  - Hardware Experience: VR, ANDROID, PS4, PS5, XBI, XSX/S, SWITCH, WIN, MAC, LINUX, incl STEAM DECK.
- Delivered **10+ titles** across diverse contexts with a proven track record of meeting critical milestones.
- **Showcased** at Indigo, Gamescom, EGX, Play Manchester, GDC, NotN, Casual Connect Shenzhen, Develop Brighton, Dutch Game Awards, Livestreams.
- Managed teams **ranging 4-41 people**, balancing developer and manager roles with varying responsibilities.
- Orchestrated **code review** production process using Atlassian suite and team chat integration.
- Shipped with latest UE technologies with **Lyra** and **Fortnite** standards, incl CommonUI, ModularFramework, GameFeatures, GAS, etc.
- Experience using **AI tooling** to improve workflow productivity.

### Professional Experience

#### Voraxis (Stitch Heads, own IP)

August 2025 - Ongoing (Part-time)

*Turn-based roguelite deckbuilder.*

Rapid execution of a multiplatform title leveraging and evolving our **proprietary UE5 framework**.

- UI/UX, Localization, Gameplay, 2D ABP
- Steam Deck and CERT-ready Switch, PS5

#### Project Nova (undisclosed AA title)

July 2024 - January 2026

Custodial development on a live flagship title of a large publisher in a **proprietary C++ engine**.

- Plethora of FTUE/onboarding/QoL additions and improvements, primarily UI/UX.
- Controller 3Cs improvements.
- Overhauled main questline in Lua.
- Lua Mod support (new hooks from C++ and general robustness).

#### Superfuse (Stitch Heads, own IP)

September 2021 - November 2023

*Comic-book superhero Diablo-like*

Developed a high-fidelity vertical slice that secured a **\$6M publishing** agreement. Lead the technical **scale-up** and milestone delivery strategies whilst navigating complex stakeholder relationships.

- Tech lead; onboarding, principles, protocols.
- UI/UX, Localization, 3Cs, ABP, Equipment&Inventory, Abilities&SkillTrees, Customization, AI, General Gameplay, Netcode.
- Developer tools (Slate, EditorUtilities).
- Publisher & third-party communication and milestone deliveries.

## Professional Experience (continued)

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### Float (Stitch Heads, Penumbra Inc)

May 2020 - April 2021

*Asymmetrical therapeutic experience for chronic pain sufferers.*

Designed and developed full-cycle for **proprietary VR**, using only body sensors as input.

- Proprietary SDK integration and relayed improvements to the SDK.
  - Developed minigames with properties live adjustable by therapist.
  - AI Behaviors, Diegetic UI/UX interactions.
  - Client communication and milestone deliveries.
  - REAL System (proprietary VR hardware running Android) CERT process.
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### Staxel (Stitch Heads, Plukit)

April 2020 - August 2020

*Voxel-based multiplayer village sim*

Spearheaded the full-cycle development of a major content update on a live title as the sole programmer in a **proprietary C# engine** (XNA-based).

- New adventure questflow, incl dialogues, with agnostic C# hooks for community creators in Yarn Spinner.
  - Client communication and monthly milestone deliveries.
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### Kabounce (Stitch Heads, own IP)

September 2015 - April 2019

*Third-person pinball where you are the ball.*

**Co-led** the development and self-publication of one of the first indie titles to support PS4/Steam **crossplay**. Owned major features and showcased at global events.

- UI/UX, Localization, 3Cs, core gameplay.
  - Combat abilities, customization, game modes.
  - Leaderboards, achievements, console CERT, Live-Ops.
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### Snake Pass (Sumo Digital)

September 2016 - February 2017

*3D puzzle-platformer as a snake.*

Served the team as **UE4 expert**, C++ Programmer/Tech-designer.

Helped ship (Switch launch title) and showcased at events.

- Level Design and gameplay implementations.
- Developed game modes and game mechanics.
- Profiling & Optimization, mainly CPU.
- Bug fixing up to release, including console.