PORTFOLIO

VIVIAN SPEIJER

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ABOUT ME

WHO AM I?

Hey there! My name is Vivian Speijer, and online I go by the pseudonym of Happy. I'm a computer science student born in 2005. Ever since I was young, my passion went out to drawing, designing and making things look beautiful. My creativity had almost no limits. That, and my mom's Nintendo DS. Computer screens and art, that's exactly what I want to keep doing, so being a designer and program games for school and possibly my future is honestly a dream come true.

WHERE AM I FROM?

Both me and my parents are from The Netherlands, I've lived all my life near the Hague, where I went to primary and secondary school.

WHAT ARE MY FUTURE PLANS

For the future I aspire to be a game developer/designer. I both love designing and creating things people can use and have fun with. So I think this will be the most fun way to proceed with my career. While I do like front-end development, when using base HTML+CSS I tend to struggle making sites responsive.

EDUCATION
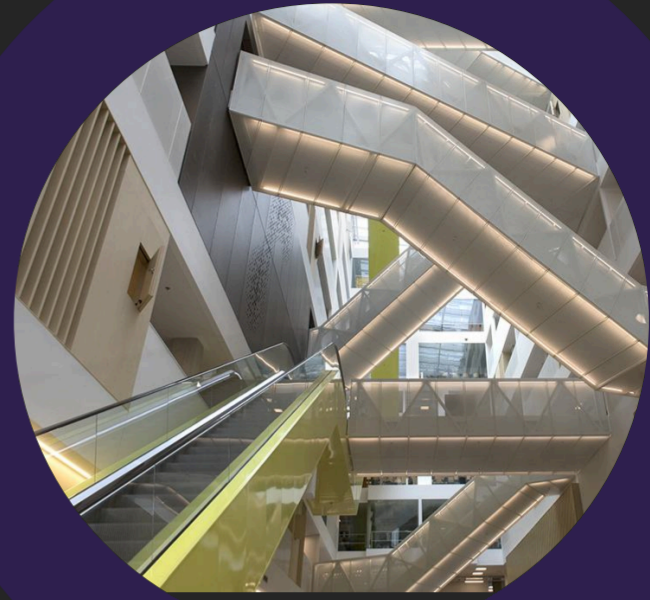
HIGH-SCHOOL

I went to Sint-Maartens College located in Voorburg, where I graduated with a Diploma for Havo 5, profile Biology and Healthcare. I was specialized in the subjects Mathemathics (A), Physics and Science. I did also have Computer Informatics on my High-school, which I graduated with on Vwo 6, with a 100 as final mark. This and many other things pushed me into the career I am taking right now.

COLLEGE/FURTHER EDUCATION

After my time in High-school, I applied and got accepted to Utrecht University of Applied Sciences, where I study Open-ICT, a sub-category of HBO-ICT that specializes in 'scrum'. It has a project based structure compared to an examination based structure which allows me to grow faster in the subjects I enjoy more. I am currently sitting in my second year of further education, and plan to continure studying after I finish this course.

FUTURE PLANS

For the future I plan to get a masters degree in computer science, which I haven't looked into yet further. Plans are there, but they have to be rolled out as the paths continues to grow. Once I am nearing the end of my career at Utrecht University of Applied Sciences I will continue to look for more options in developing my future.

DESIGN

EARLY STAGES

Red Wizards was a project in Vwo 5, where we had to design and develop a website for a theater. It was my very first experience with webdesign but it allowed me to grow in the process.
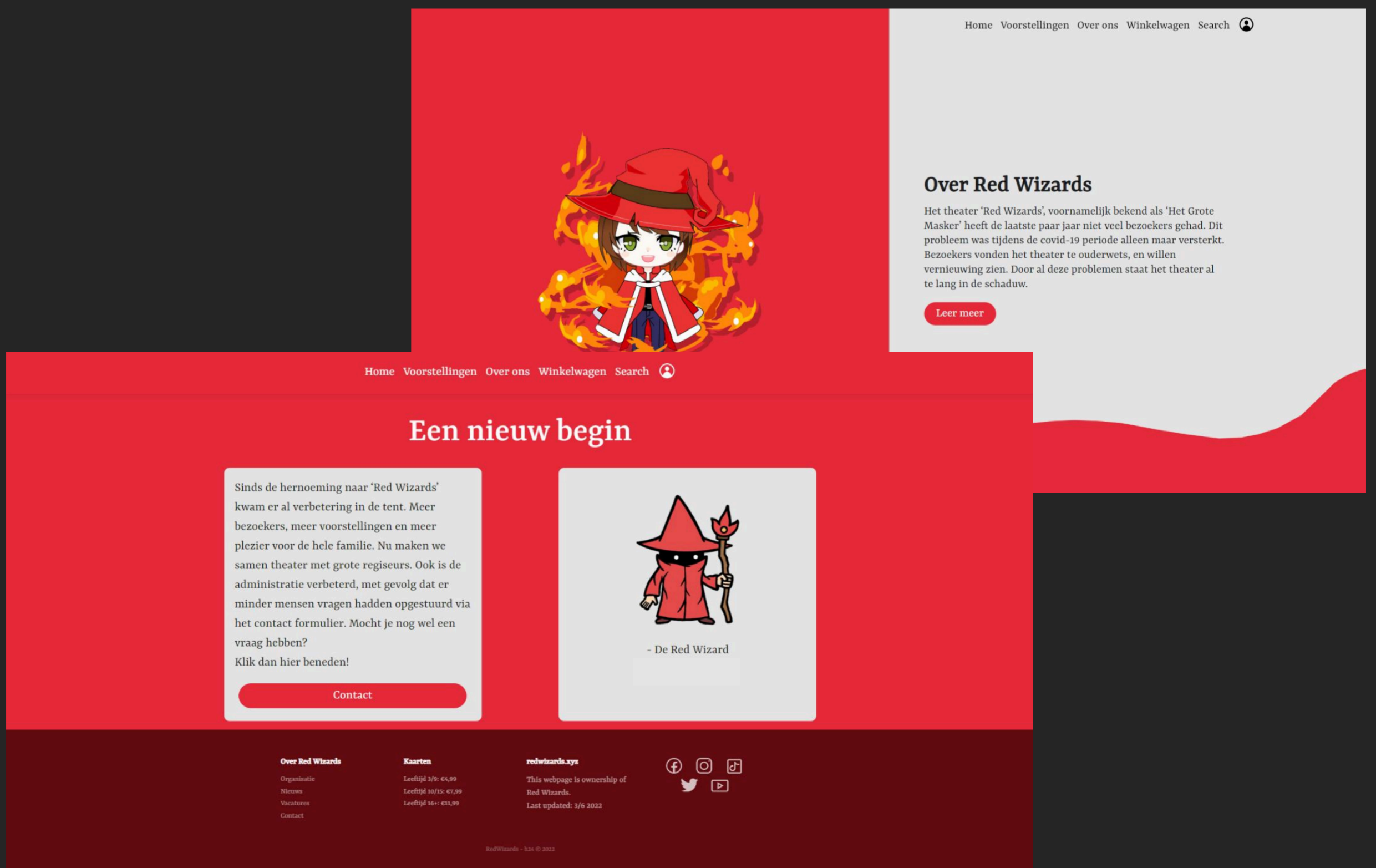
I did quite some designing work in my free time at this stage. I was very invested in an online rhythm game called 'osu!', specifically the dutch tournament scene. I decided to volunteer by making designs for the tournaments, becoming more experienced in the process.

My designs at this stage consisted mostly of stolen assets, and copyrighted fonts. But this helped me explore the many possibilities with things like color-theory, clashing elements, readability, and much more.

In 2022, I got asked again for the osu! tournament scene, this time as a paid member of the team. I tried more different styles, things I was more uncomfortable with, and that allowed me to develop even further.

CURRENT STAGES OF DESIGN

I continued to make designs, this time completely custom. I always went back to my roots to see what did and what worked less. Going back and forth with the product owner on this allows for way more developed and personalized outcomes, and that is exactly what I try to achieve.
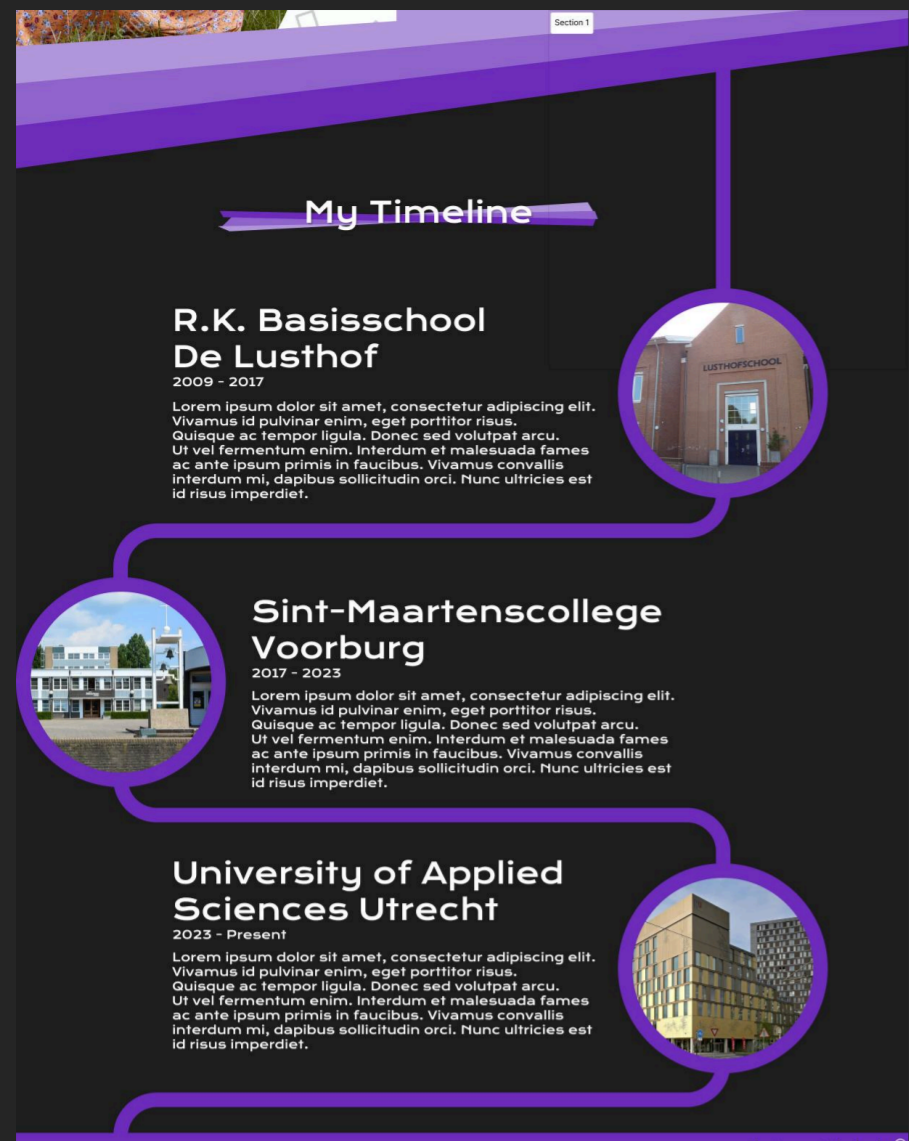

Provinciaal Nederbelgish Kampioenschap 2023

```
OICT > GD-GILDE > C# GJ.CS
1  // OPEN
2  // ICT
3
4  GAME {
5     JAM();
6  };
7
8
```

```
OICT > GD-GILDE > C# REVEA...
1  // THEME
2  // REVEAL
3
4  THEME {
5     SAMEN();
6     // ❤️ 🥟 🎮
7  };
8
```
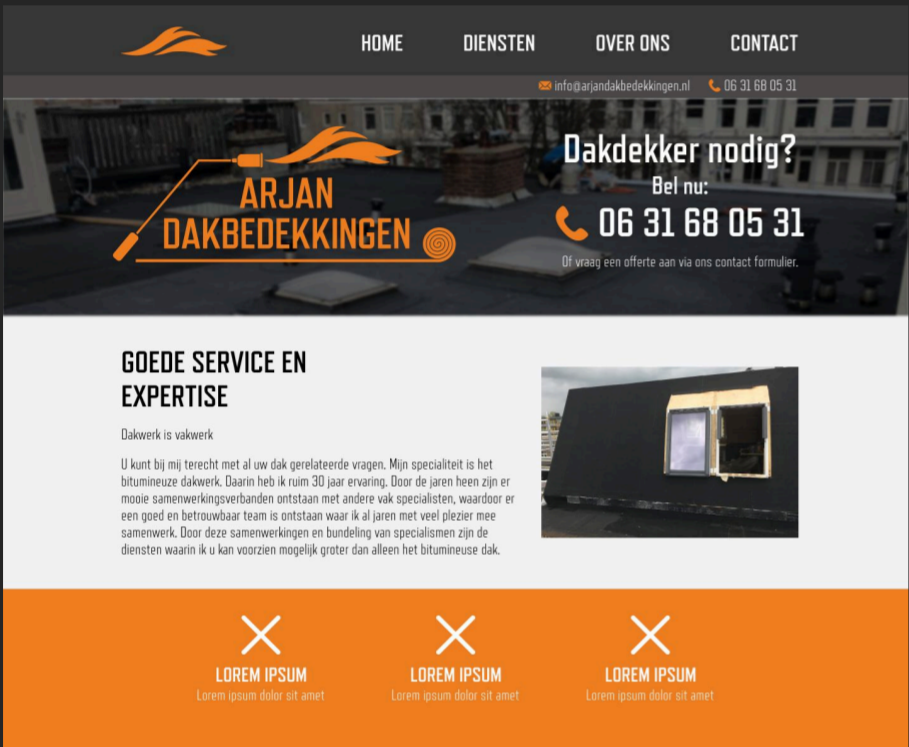
Open-ICT: Game-Jam (Theme 'Samen')

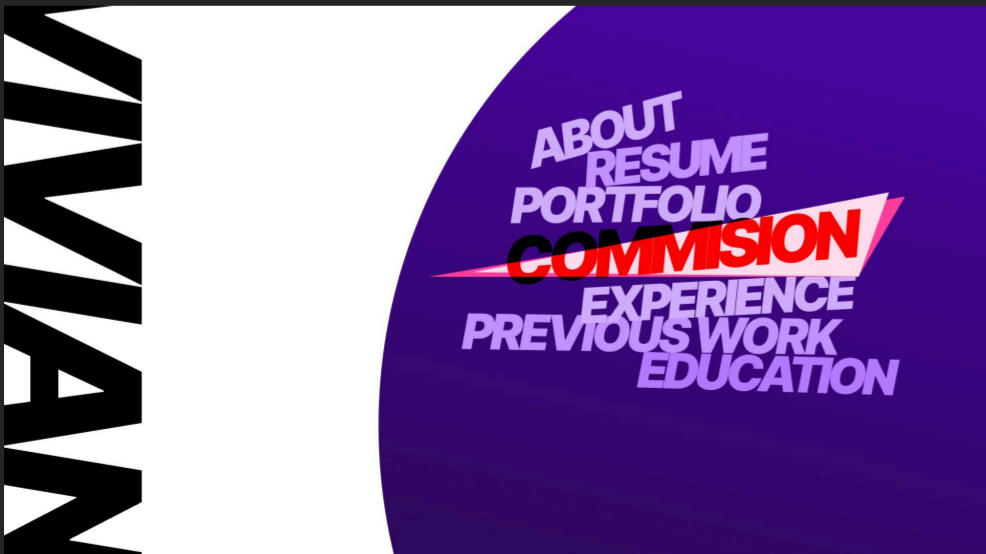Official banner and logo dutch osu! discord server

Personal Website (Year 1 college project)

Webdesign Arjan Dakbedekkingen (In development)

Logo's and colorpalette from given style-sheet

Speed Kitty livestream (twitch.tv) overlay

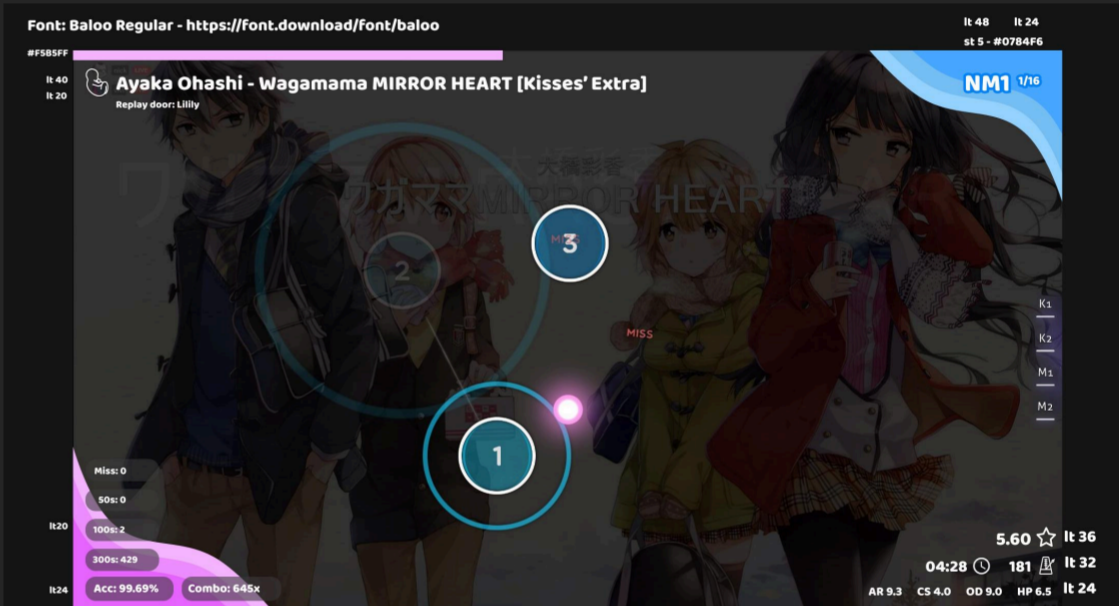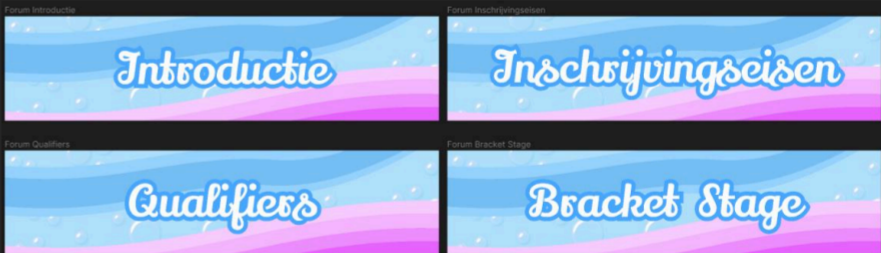Personal project (mimicking style of Persona 3 Reload)

Nederlandse Baby Bracket 2024

Design + Stream assets

Logo

Dynamic updating roster

Gameplay overlay

Banners

Loose Video Game Assets from various projects
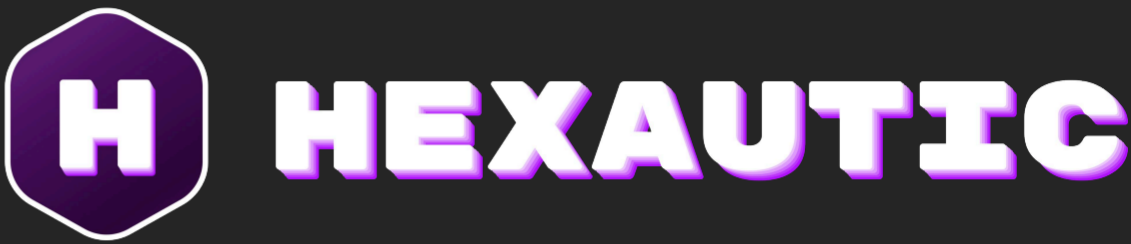
Volcano Fest horizontal Logo

In game Character design

PlayerName

🏆 1/4
🥇 24

1st

UI Design

Volcano Fest base Logo
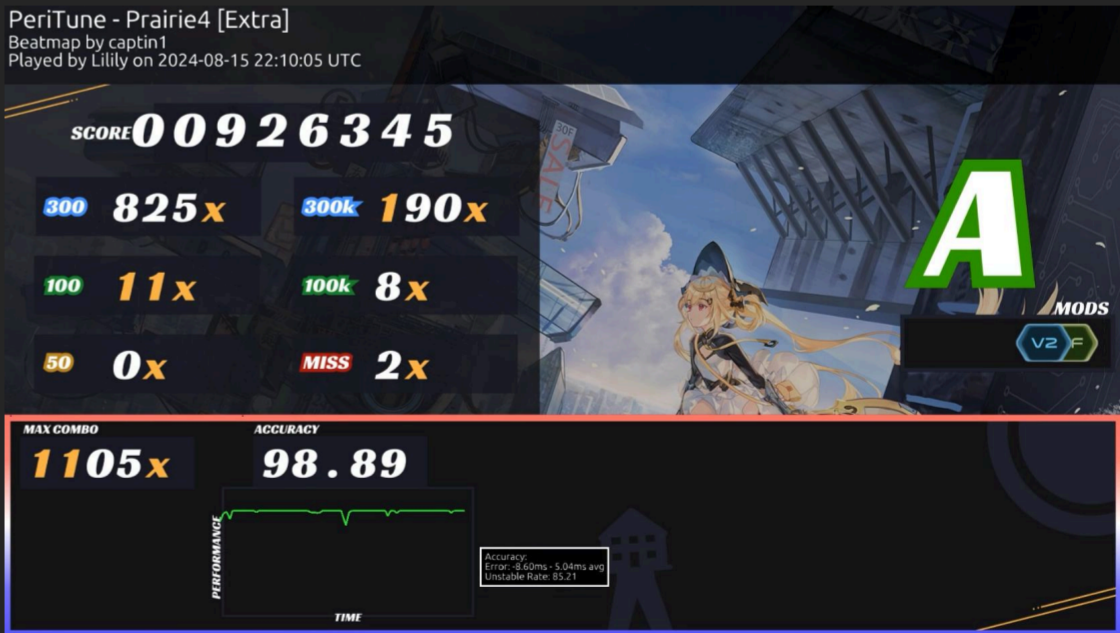
Assets & Logo design for my school project 'Volcano Fest' which won 'Best Project Idea' in the projectshowcase from University of Applied Sciences Utrecht Open-ICT
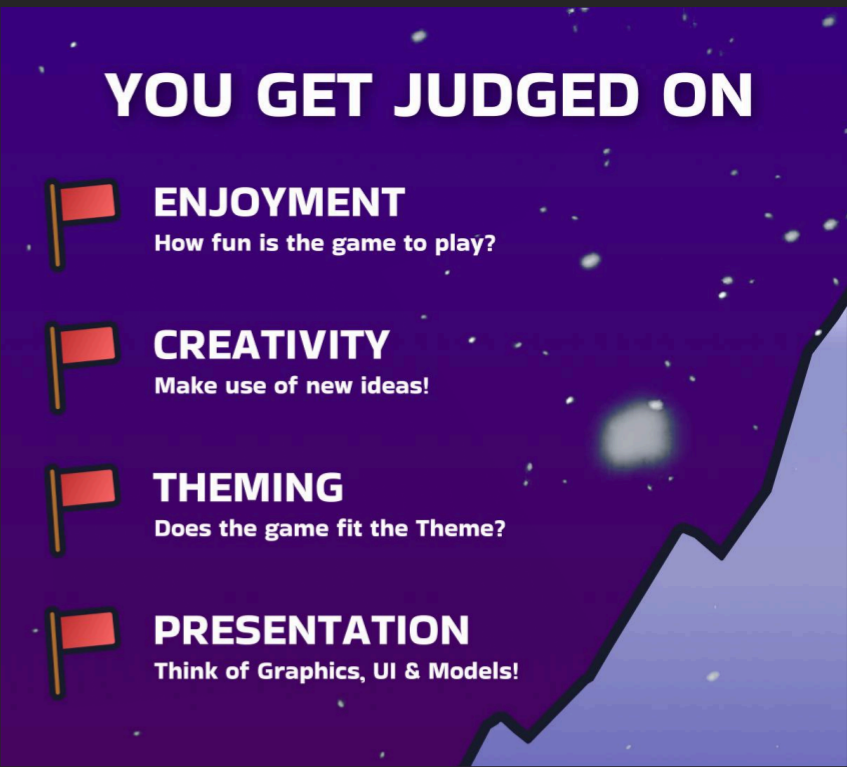
 HEXAUTIC

Hexautic Logo (Development team that makes Volcano Fest)

National Dutch Championship (osu! tournament)

NATIONAL DUTCH CHAMPIONSHIP

NDC 2024

NM3

Artist
PeriTune
Song
Prairie4
Difficulty
Extra

Mapset by captin1

6.47 ☆
02:22 🕐 138
AR 9.4 CS 4.2 OD 9.0 HP 5.0

PeriTune - Prairie4 [Extra]
Beatmap by captin1
Played by Lilily on 2024-08-15 22:10:05 UTC

SCORE **009 26345**

300 **825x**   300k **190x**
100 **11x**   100k **8x**
50 **0x**   MISS **2x**

A

MODS
V2

MAX COMBO   ACCURACY
1105x   **98.89**

PERFORMANCE

TIME

Accuracy
Error: -6.60ms - 5.04ms avg
Unstable Rate: 85.21

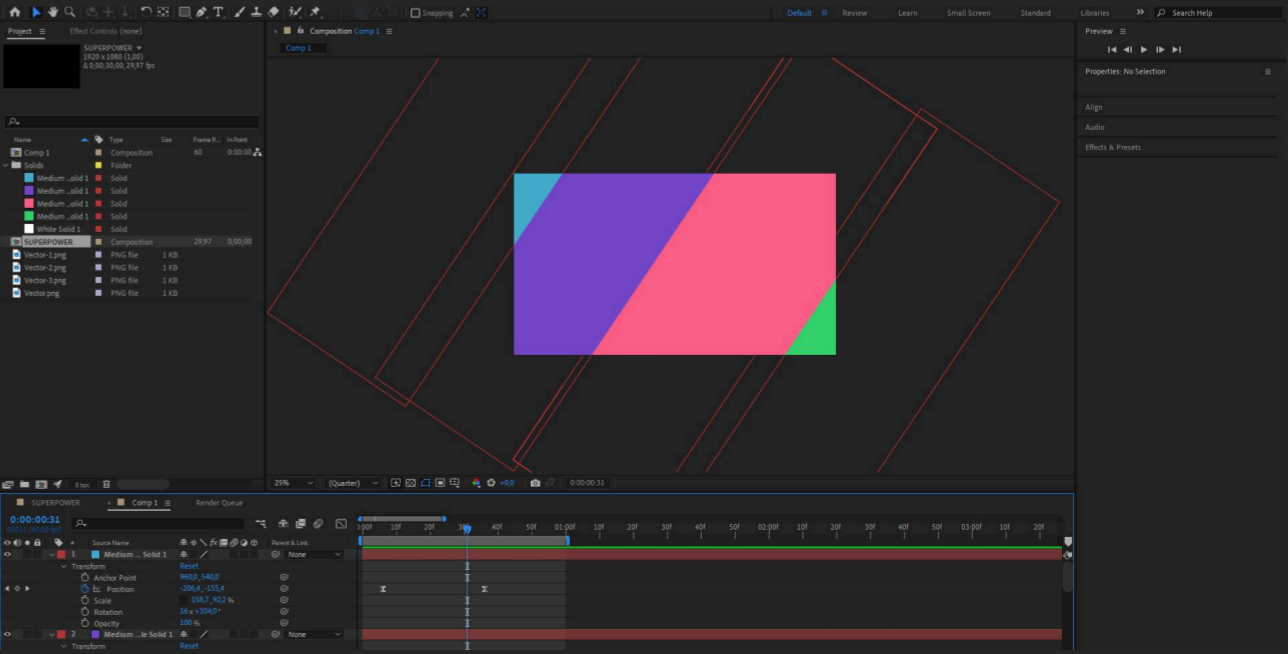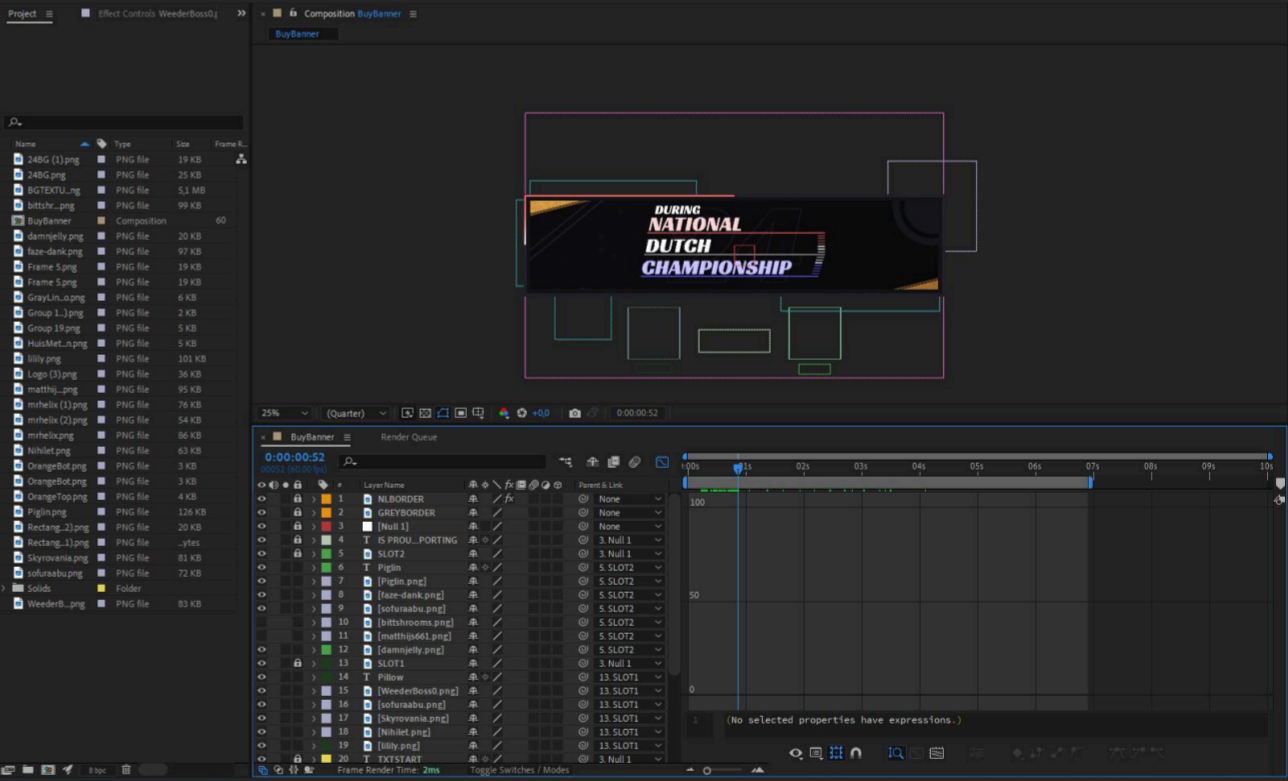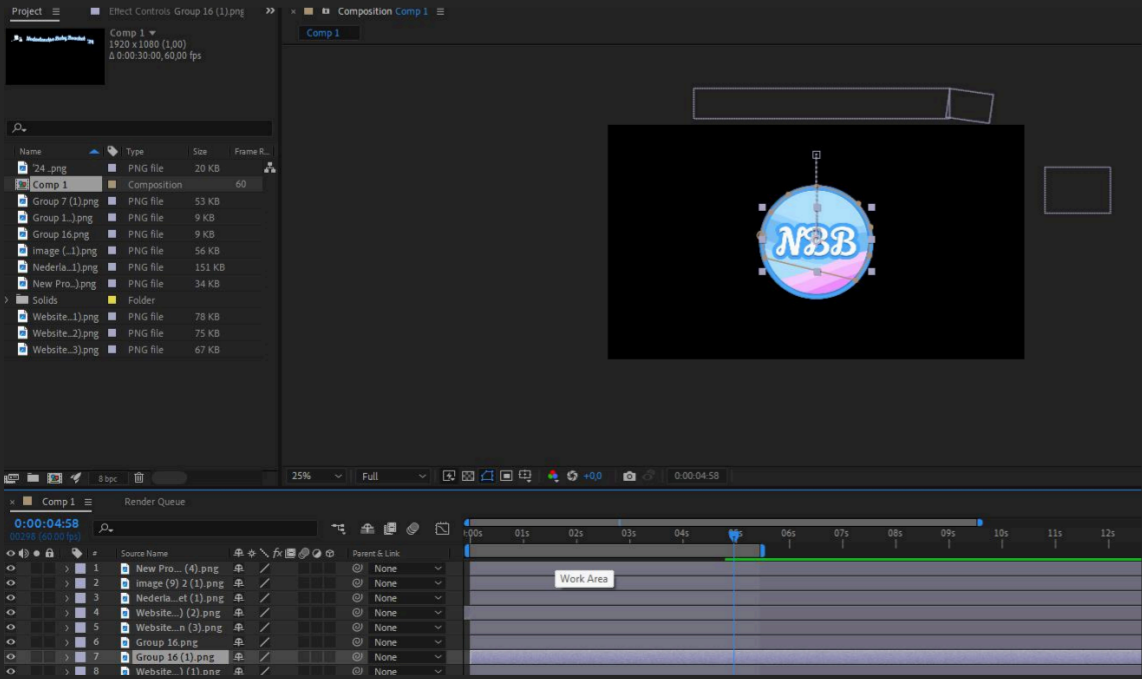IS PROUDLY SUPPORTING

Pillow   Piglin

GameJam #3 for Open-ICT with the theme 'Over The Top'

Starting from my second year, me and a friend started up a commission for all gamejams, activities and side projects from students. This way everything got a place, and our professor got less work on his hands as a result. Next to this the small group of students in the commission learn alot about managing and organizing ideas for a big group of students.
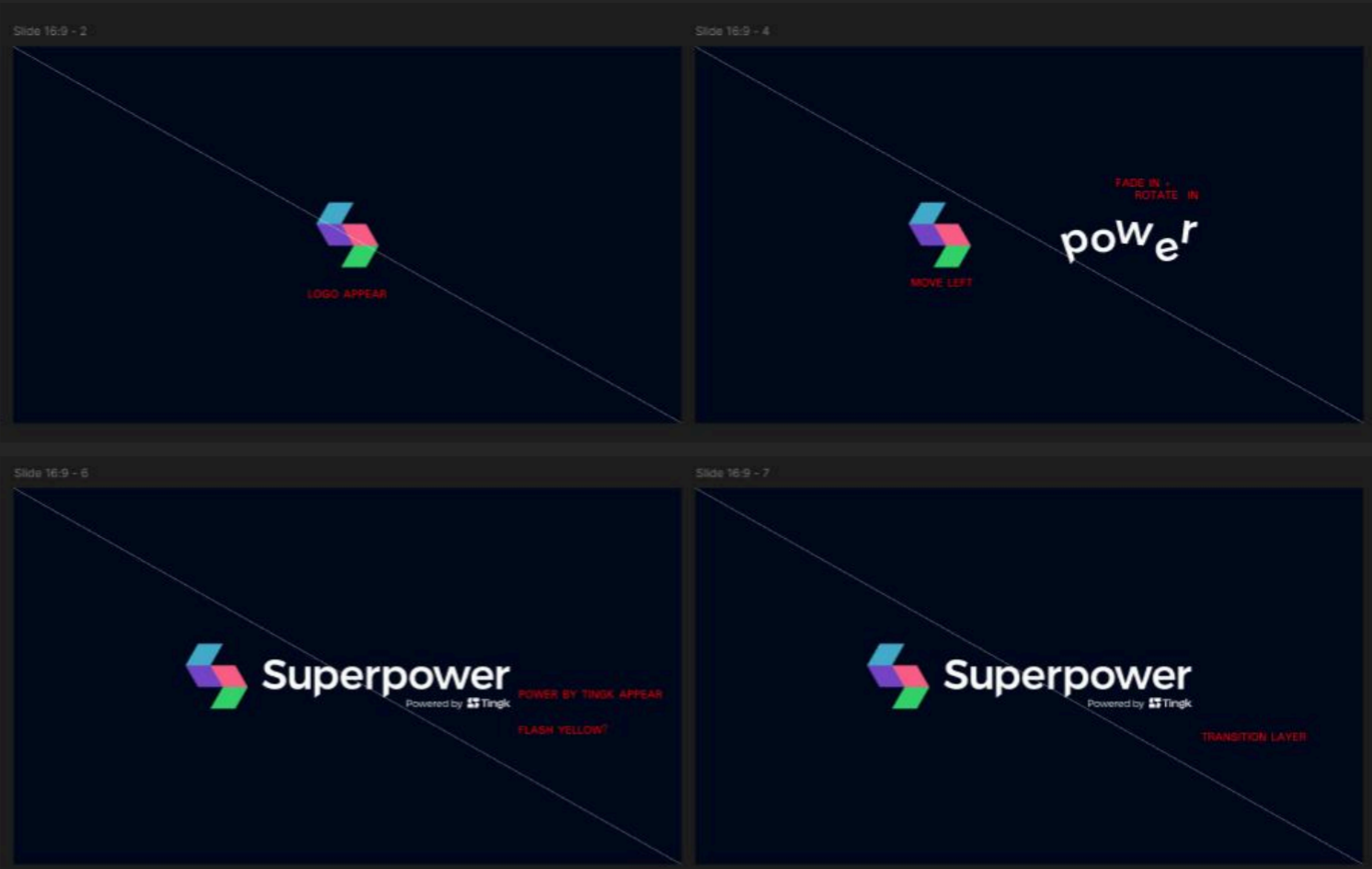
ANIMATION

Next to design work with regular assets and logo's, I do also have experience with Adobe After Effects, which I can create animations and transitions with.

I usually create my designs with the tool Figma, and animate them with After Effects for a more personal look.

After Effect WIP views

Storyboards for Superpower

Storyboards for NDC

National Dutch Championship 2024
Grand Finals - Tiebreaker
taku - BarkingMadDog - Celine

VFX by Happy24

With replays by
happy_24
Lilily
Mr HeliX
Fubu
niqht
mxu
CMeFly
heyronii
Bart
BTMC
draconia
sroj
Goose King
UnveiledGolem

https://www.youtube.com/watch?v=ghQYTaudYy0

taku - BarkingMadDog - Celine

NDC Grand Finals Tiebreaker Reveal
Trailer (35 hours of work)

PROGRAMMING

EARLY STAGES

I started my career with Python, where as final project I developed a simple but effective text-adventure. The code for this is still findable on my GitHub page:

https://github.com/happpy24/TheDungeonZone

```
--------------------------------------------------
The Origin

You are in a dark mossy room. There are four exits on each
side, from north just came a sound before it turned quiet
again. You put the handcuffs and dirty bag in your pocket.
They might come in handy after all.

You can go here: N / E / S / W
--------------------------------------------------

What do you want to do?          HP: 40 ♡     [h] = help
> █
```
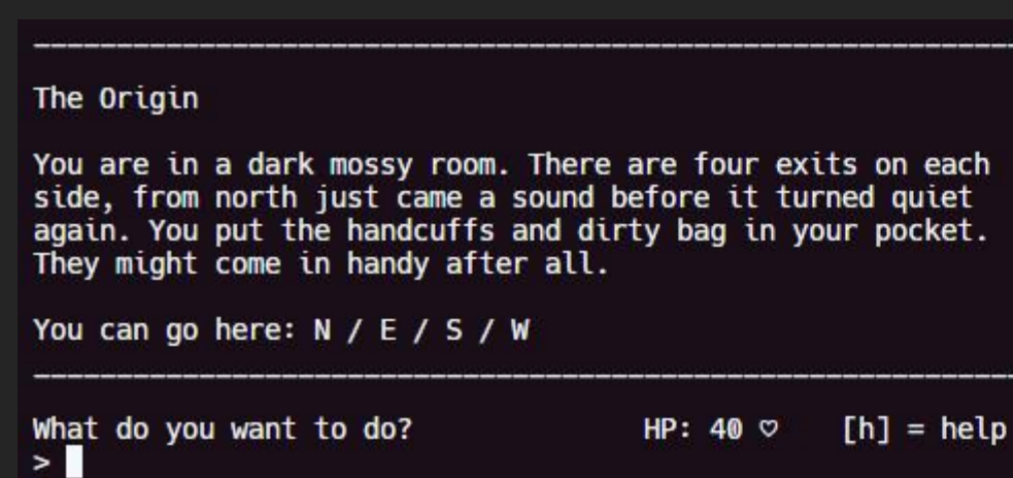
I continued to develop with C# and HTML & CSS making the Red Wizards site showcased earlier. After Red Wizards, we focused on AI development, and created a neural-network for the simple game 'Flappy Bird'. The goal was that around 750 birds flapped around randomly, got rewarded with getting points, and got punished when they died early on. Then a new generation would be born after all 500 birds died.

https://github.com/happpy24/flappybirdneuroevolution
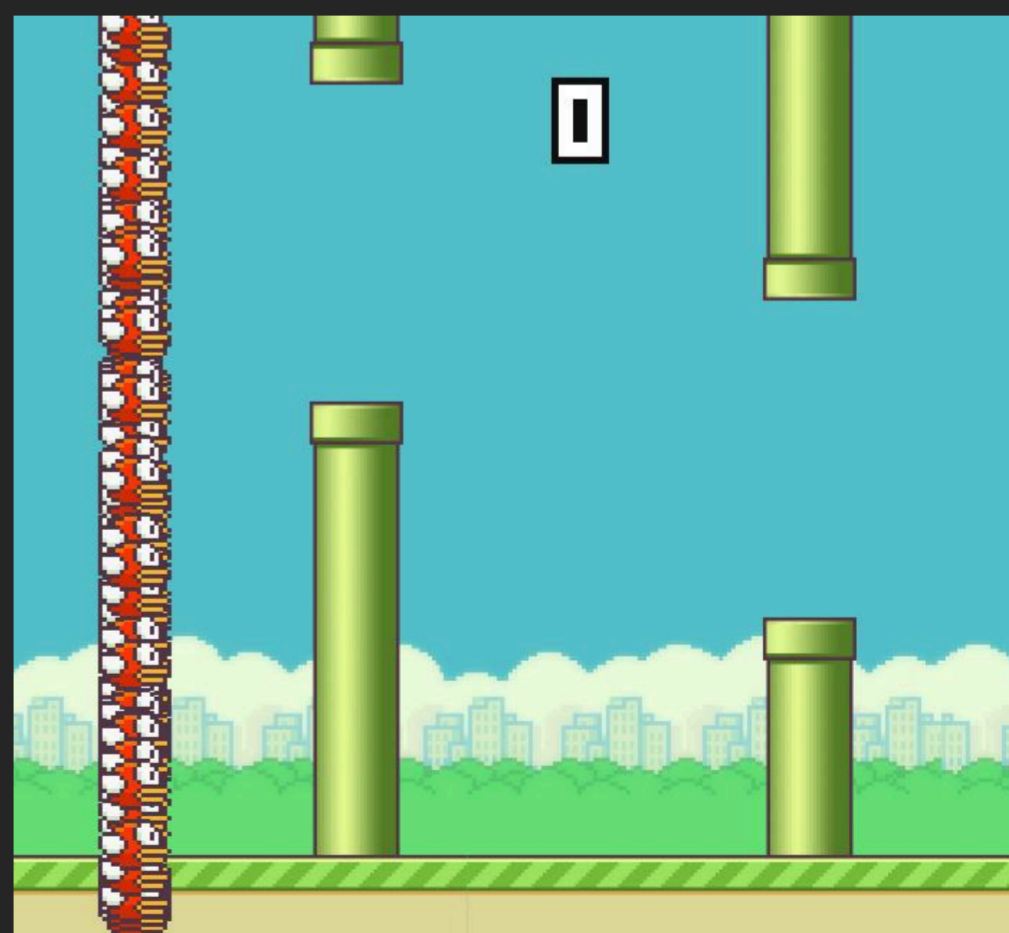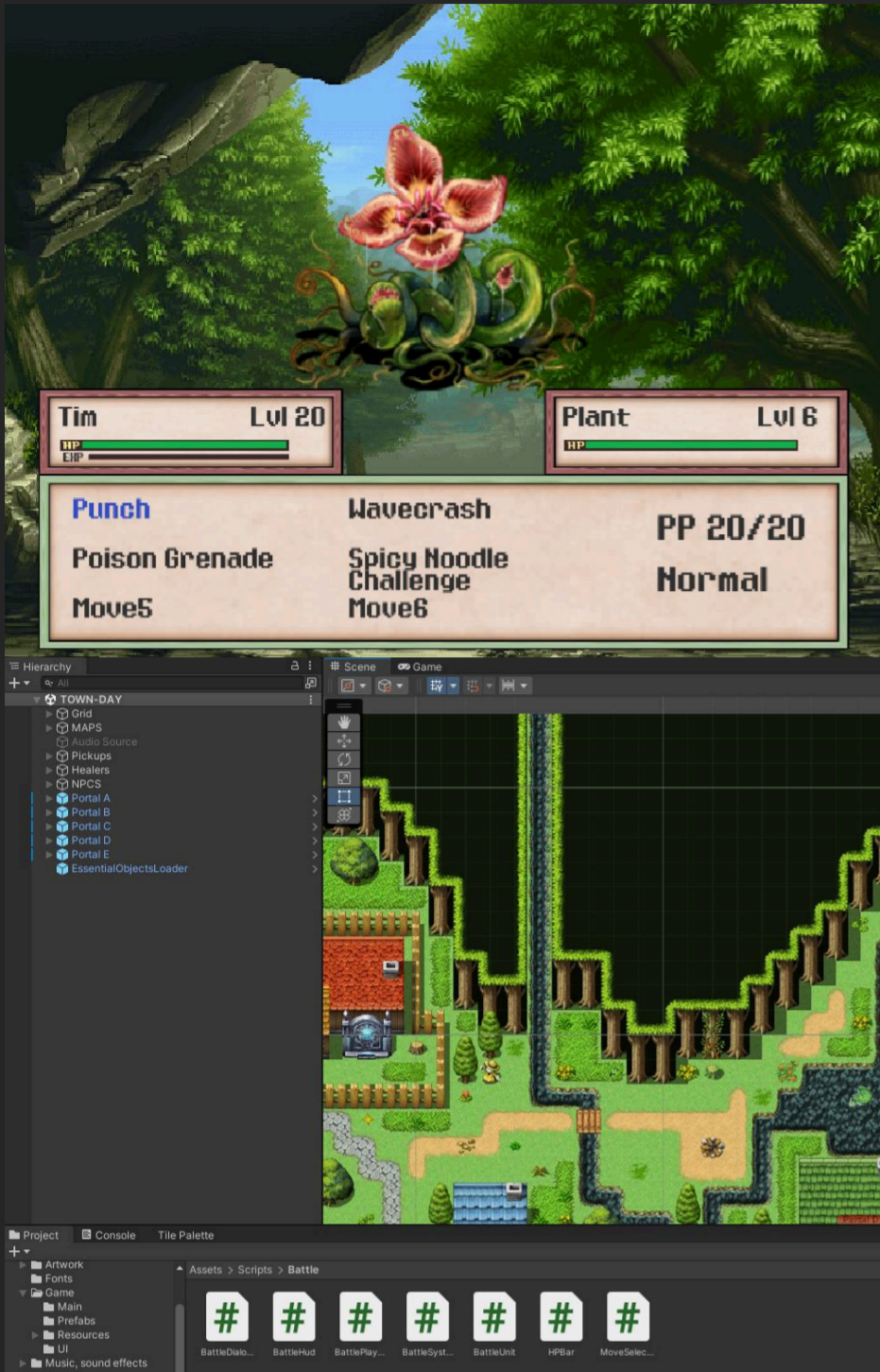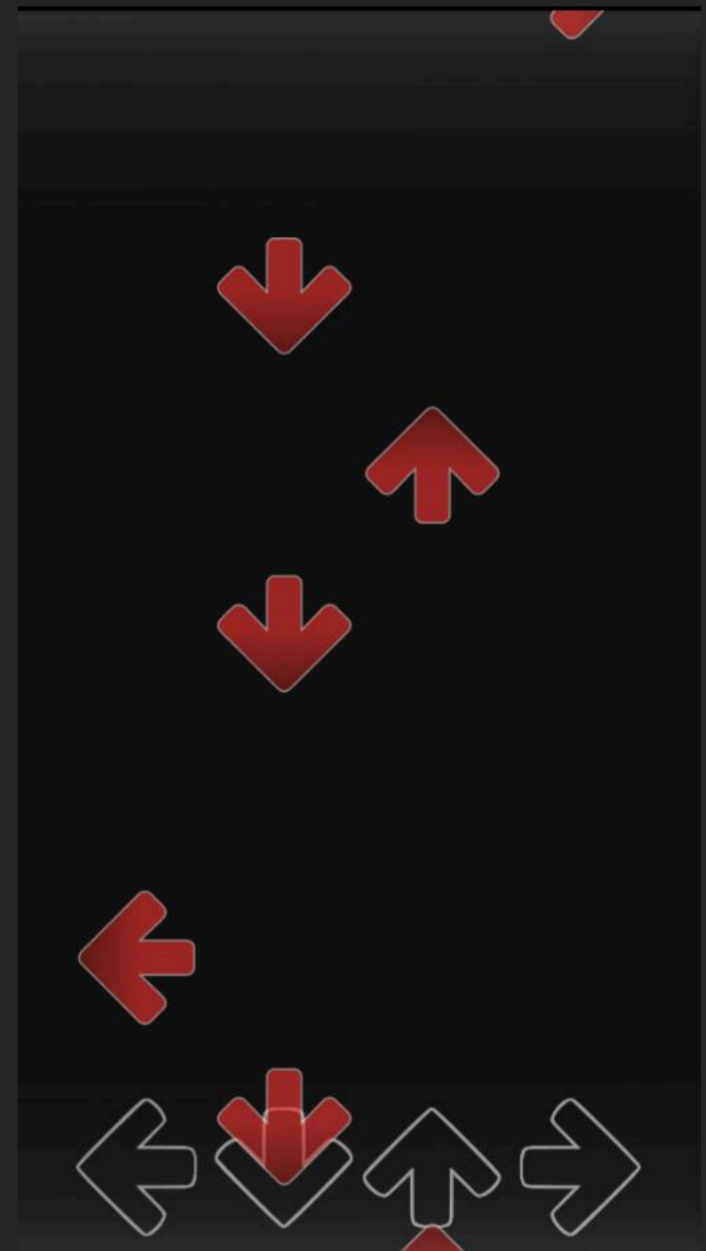
EXPERIENCE

Currently I'm experienced with C#, C++
Unity, Azure DevOps, Python, Node.js
and MySql. I continue to make games
and sites, where I creatively build
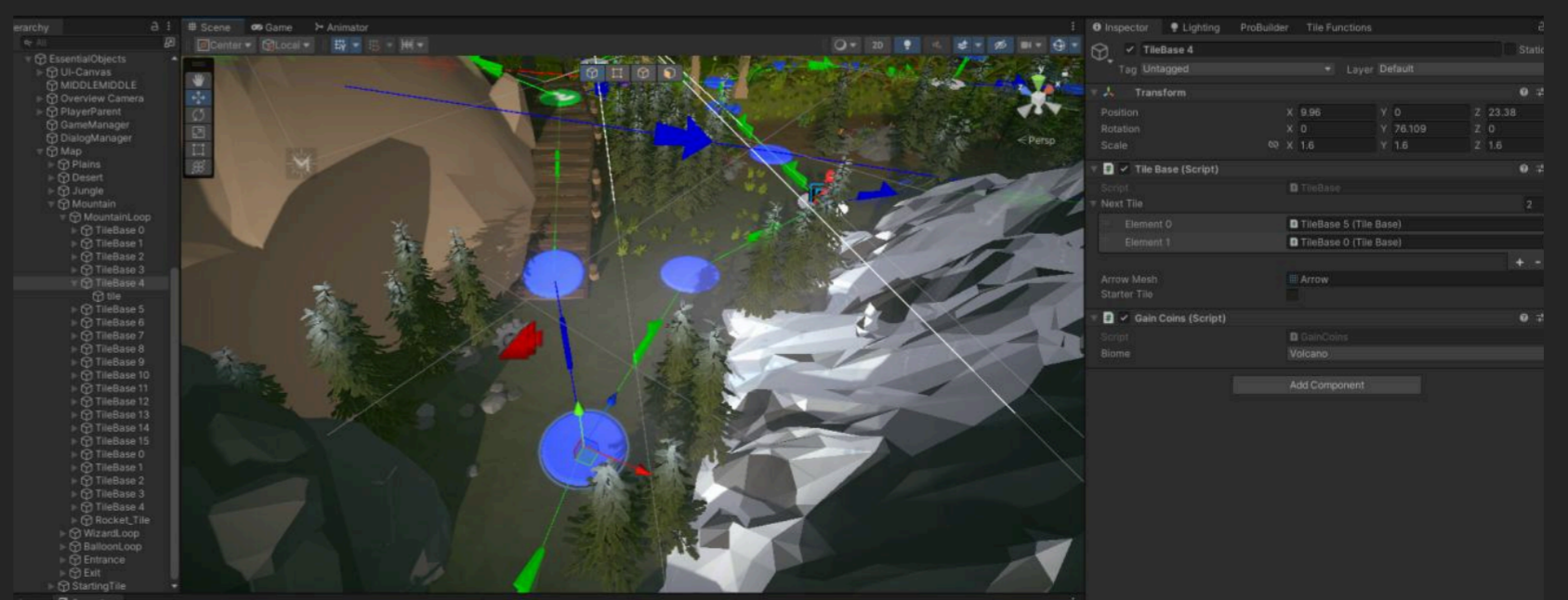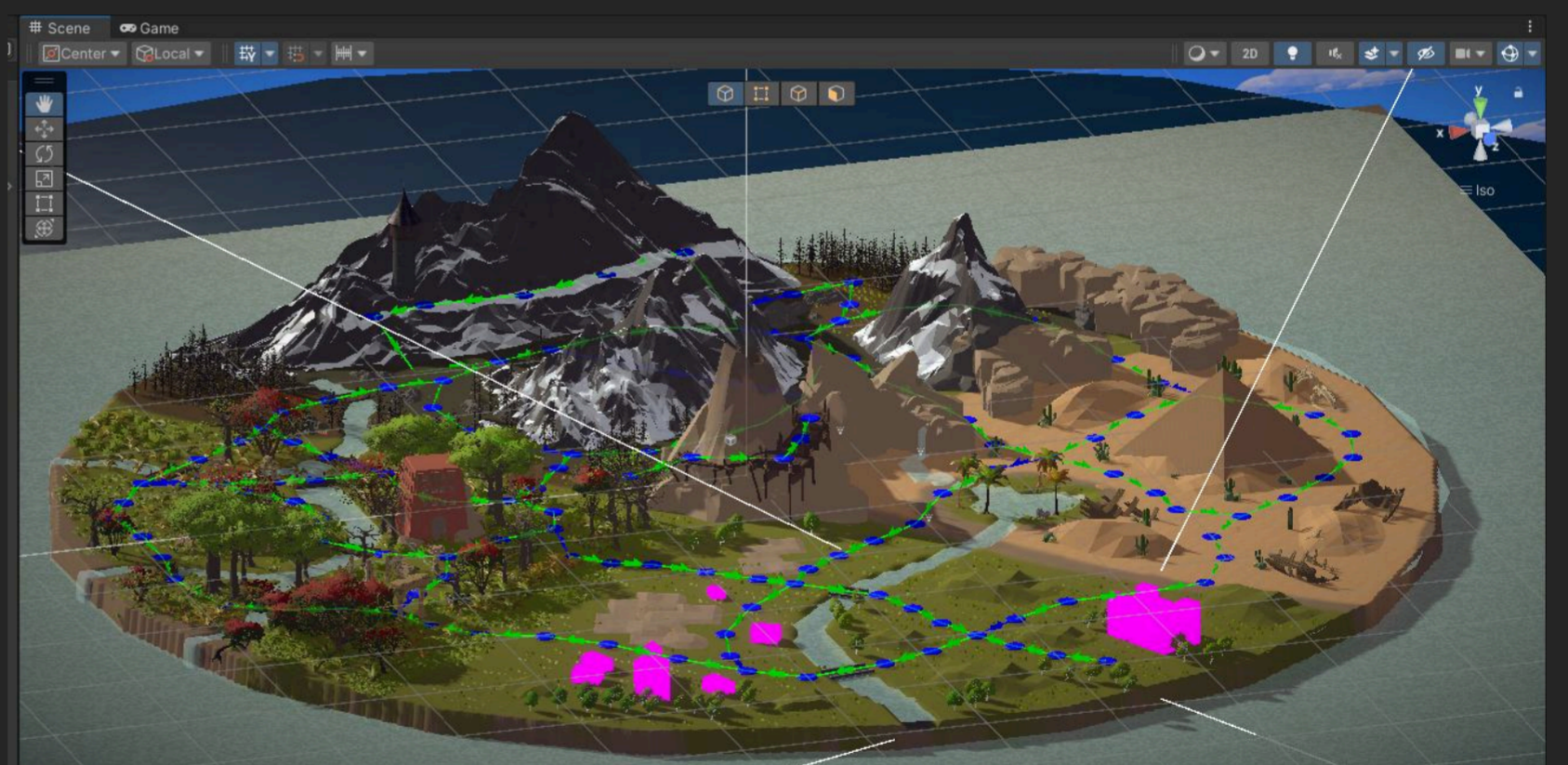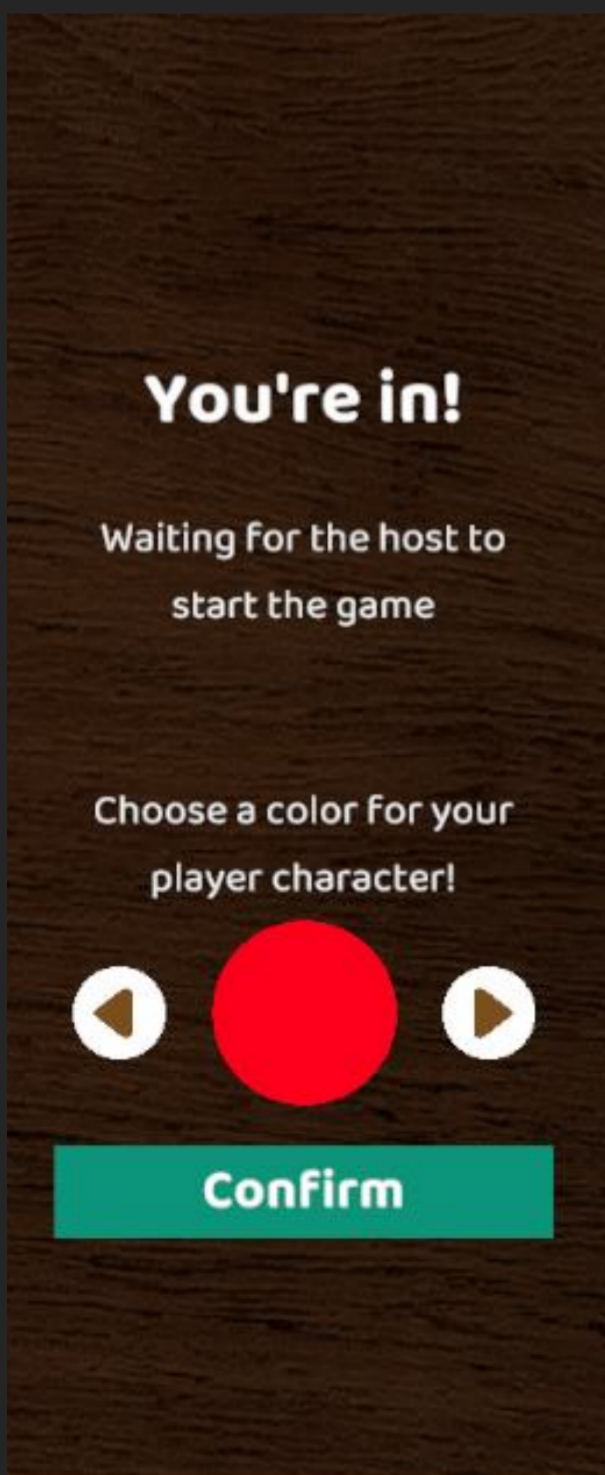whatever comes to mind.

https://github.com/happpy24/InfEindproject-Unity

https://github.com/
happpy24/4kWeb-DDRemake

https://github.com/happpy24/GJ-HorrorAttempt
https://happpy24.itch.io/untitled-horror-fail

Azure Devops
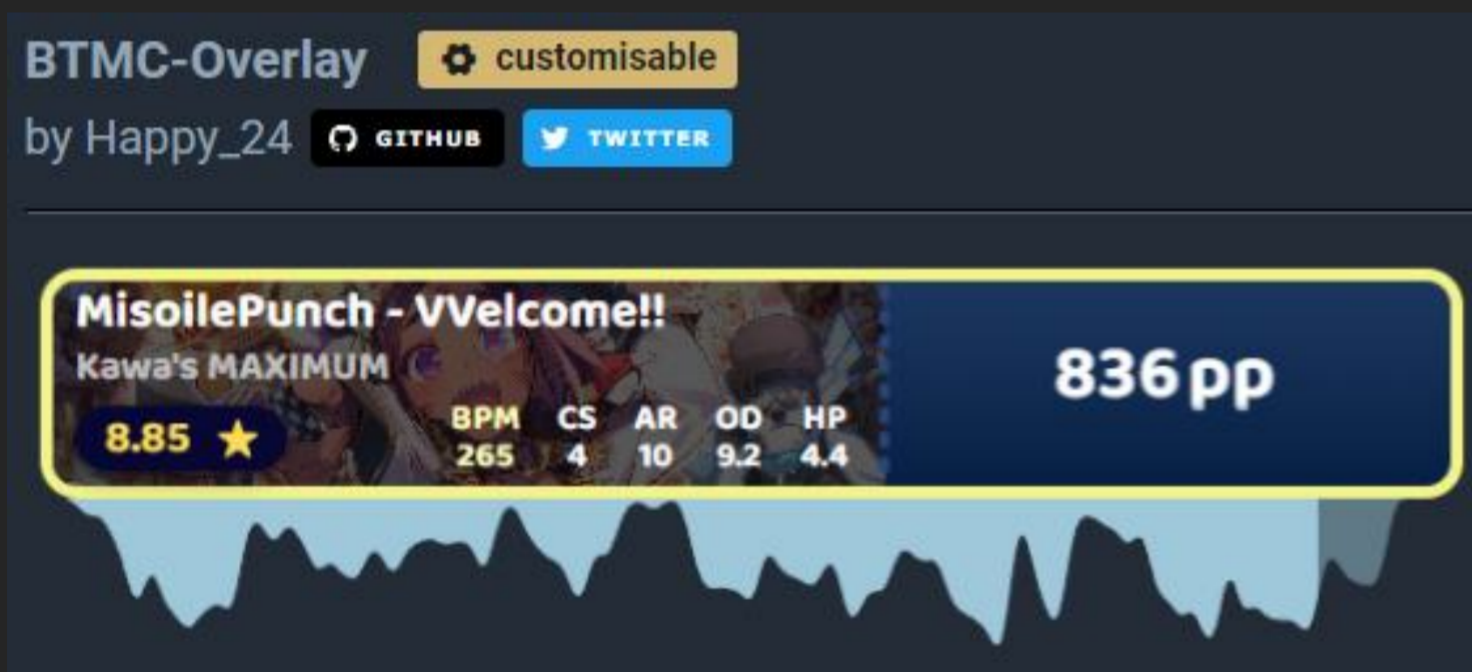
A preview of the game Volcano Fest, which I created with a small team of students at Utrecht University of Applied Sciences

An osu pp counter created for the streamer BTMC, with the intent of making everything as accessible as possible. PP counter was created using 'tosu', software for reading osu! memory. The counter was created with help from CaptSiro & xen through the BTMC TECH SQUAD.

(Downloadable through tosu's Available tab)
https://github.com/KotRikD/tosu

(Own github repository) https://github.com/happpy24/tosu-btmc-overlay

CONTACT ME

CONTACT

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Order of contact methods from top to bottom is the best chance I'll see it

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HTTPS://WWW.LINKEDIN.COM/IN/VIVIAN-SPEIJER-B8295A23B/