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Curriculum Vitae - Matthias Calis

About me.

I am a motivated and creative IT professional with broad technical knowledge and strong communication skills. I have experience providing (technical) IT support with an eye for detail and a talent for uncovering the question behind the question. In my free time, I enjoy writing, working on hobby programming projects, and composing music. I thrive in a varied role with social relevance, attention to personal development, and room for creativity.

Relevant work experience.

Techgrounds

2025

Due to the passing of my father I did not work from the end of 2023 until May 2024. After that, I worked temporarily at PostNL. In June 2025, I started the *Workready* program at Techgrounds to continue my personal growth. During this program, I mapped out my skills and talents and am now looking for a role with social impact, a human touch, and with room for creativity and personal growth.

Rootnet – DevOps Engineer & Technical Support.

2023–2023

From May 2023, I worked at managed web host Rootnet as a DevOps Engineer. This role was similar to my previous DevOps position at Savvii but broader in scope, as Rootnet supports more frameworks than just WordPress. I left Rootnet in September to focus on more creative work within IT and to move further in the direction of development.

Savvii – DevOps Engineer.

2020–2023

Since 2020, I have grown within Savvii from Technical Support Agent to DevOps Engineer. In this role, I was mainly responsible for maintaining the existing WordPress stack and gained experience with NGINX, Varnish server-side caching, PHP, MySQL, WordPress, and Chef Infra. Most of my time as a DevOps Engineer was spent answering the most technical support questions, through which I acquired broad and in-depth technical knowledge.

Savvii – (Technical) Support agent, WordPress specialist.

2018–2019

Between 2018 and 2019, I worked as a first-line support agent for Savvii Managed WordPress Hosting. During this period, I provided support to Savvii's customers via email, chat, and phone. I was soon promoted to second-line technical support due to my technical skills. This experience taught me how to quickly identify the core of (customer) issues and not only solve them but also communicate solutions clearly and empathetically while keeping customer needs in mind.

Education.

Game Architecture and Design NHTV/BUAS, Breda

September 2014 - 2018

In September 2014, I started the program *Game Architecture and Design*, specializing in *Independent Game Development*. This track covered all aspects of game development (art, design, and programming) and suited me well as a generalist. The program had a very hands-on approach, with “Gamelabs” four times a year in which students worked on game projects for three-month periods. Through these gamelabs and lectures, I gained experience in all areas of game development and ultimately specialized in audio and audio implementation. The program used industry-standard software such as Unity, Unreal Engine, Autodesk Maya, Photoshop, Houdini, JIRA, Perforce, Wwise, FMOD, and more.

General IT HAN, Nijmegen

September 2012 - 2014

At the end of 2012, I began a general IT program at HAN. There, I developed various programming skills, particularly in Java and C#. Although I achieved good results, I missed a creative element. After completing a short module on game development with a high grade, I decided to switch to a different program.

Karel de Grote College, Nijmegen – HAVO Diploma.

2005 - 2011

Technische vaardigheden.

- Software
 - Unreal Engine, Unity Engine, Lumberyard, JIRA, Perforce, Git, Photoshop, Premiere, Da Vinci Resolve, Cubase, Reaper, Wwise, Fmod, Audition, Worldmachine, Substance Painter, 3DS Max, Maya, MS Office.
- Programmeertalen
 - C#, PHP, Python, Java. C en C++ (lees vaardig).
 - HTML, CSS, Javascript, (My)SQL.
- Overige kennis
 - As a support agent, I gained extensive customer service experience and developed strong verbal and written communication skills.
- Besturingssystemen:
 - Windows, CentOS, Debian.