

## Personal Details

**Name** : Jur van Oerle  
**Date of Birth** : 16 juli 1989 in Amsterdam  
**Address** : Boorderstraat 26  
**Place of Residence** : 1033MB Amsterdam  
**Phone** : +316 466 13 558  
**E-mail** : [info@jurvanoerle.nl](mailto:info@jurvanoerle.nl)  
**Portfolio** : [jurvanoerle.nl](http://jurvanoerle.nl)



My name is Jur van Oerle. I studied technical computing (direction Game Technology) at the university of applied science of Amsterdam where in June of 2014, I acquired my diploma. I am really interested in programming (both games and software development) because I like to get challenged and I am never done learning. I have a lot of experience in Visual C# (mostly working with UnityEngine 3D), AS3 and Java. I'm also skilled in C, C++ and JavaScript but wish to grow in these fields.

## Educations

**2009 – 2014** : HBO technical computing (Game Technology). Diploma Acquired.  
**2007** : HAVO. Diploma Acquired.  
**2006** : VMBO-T. Diploma Acquired.  
**Languages** : Dutch and English fluently. German reasonably to well.

## Work experience

**January 2016 – July 2016** : Unity3D developer at Codeglue. My main task here was to port games to PlayStation 4 and PlayStation Vita (iO by Gamious and Castaway Paradise by Stolen Couch). These games were already published and my primary challenge was to add controller support (gameplay and UI) and implement Sony APIs (trophies and saving/loading data). During my time here I have learned a lot about game development, working together with others and using third party soft- and hardware.

**December 2015 - January 2016** : Meteor developer at Maxedy inc. in Amsterdam. Meteor is a backend frontend library rolled in one, build in JavaScript to make MongoDB calls easy. I quit here, in good terms because I was able to start working at Codeglue in Rotterdam.

**October 2014 – October 2015** : Salesforce developer at ABSI Netherlands, an implementation partner of Salesforce (Force.com). I have worked here on both Apex (a proprietary language which is like Java), SOQL (SalesForce Object Query Language), JavaScript, HTML and AngularJS.

**September 2013 – February 2014** : Internship at Gray lake Studios. This is a small games company (formerly) situated at the Dutch Games Garden in Utrecht. I have mainly worked on artificial intelligence by means of pheromones, taken from ants and behavior trees (search trees that are specialize in finding alternatives for failing behavior patterns). My theses can be found on my [website](#).

**December 2011 – May 2012** : Internship at Elements Interactive. This is a company situated in Almere, which specializes in browser and mobile applications. I have worked mostly on front-end applications in Visual C# for Windows Phone 7 (apps that I have worked on : SpinAwards 2012 and WTF-app).