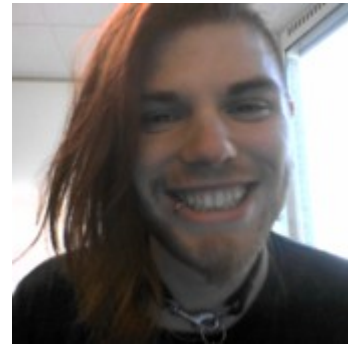


Personal Details

Name : Jur van Oerle
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My name is Jur van Oerle and I am very passionate about making and playing games. I have studied technical computing (direction Game Technology) at the University of Applied Sciences of Amsterdam (HvA) where I acquired my diploma in June 2014. My main interest lies in game development, challenging myself to reach higher levels of expertise in fields such as Artificial Intelligence and shading and most importantly, making a game fun to play. In the past few years, I have been working mostly with JavaScript (Phaser.io and other, customized frameworks) and Visual C# (Unity 2D and 3D Engine).

Educations

2009 – 2014	: HBO Technical Computing (Game Technology).	Diploma acquired.
2007	: HAVO.	Diploma acquired.
2006	: VMBO-T.	Diploma acquired.

Applicable Work Experience

September 2016 – December 2017: JavaScript developer at CoolGames B.V., situated in the heart of Amsterdam. CoolGames B.V. specializes in HTML5 games for web browsers and web-view applications. My main tasks include making games for the Facebook Instant messenger platform and other gaming companies such as E.A.'s casual pogo.com. The projects that I have been working on are Taito's Arkanoid and CoolGames' own IPs such as Cookie Connect, Jewel Academy and Daily Sudoku.

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.

October 2014 – November 2015: Salesforce developer at ABSI Netherlands, an implementation partner of Salesforce (Force.com). I have been working here, among other tasks, in Apex (a language developed by Force.com, closely resembling Java in syntax, with integrated SOQL (SalesForce Object Query Language) support, 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 [here](#).

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 are the 2012 Dutch SpinAwards and the WTF tabloid application).