

# Onno Jongbloed - Curriculum Vitae

Purcellstraat 53, 1323MB Almere, The Netherlands

EMAIL: me@onnoj.net    PHONE: +31 6 42683509    SKYPE: hello@onnoj.net

WEBSITE: <http://onnoj.net>

## Key Achievements

---

- Overlord 1 for PC and XBOX 360, released in 2007.
- Overlord 2 for PC, XBOX 360 and Playstation 3, released in 2009.

## Education

---

**Hogeschool van Amsterdam** from 2003 until 2006, graduated in 2011.

*Bachelor of Information and Communication Technology (B)* with a Minor in Games Technology (GT).

Interruption to studies in 2006 after internship at Triumph Studios, resumed studies and graduated in 2011.

## Work History

---

### **Personal Project**

*2012-Present (2 years)*

Developed a multi-platform 3D game-engine from scratch, including an asset editor and level editor. The engine provides the horsepower for a number of game prototypes. My website (<http://onnoj.net>) features a simple prototype demo. The demo runs straight from the webpage and does not require any installation, plug-in or download.

Applied Skills:

- Written from scratch in portable C++, runs on iOS, Windows and Emscripten (the web).
- The editor is written in C# and interfaces directly with the C++ codebase.  
The GUI is primarily WinForms driven, with WPF/XAML used for data-driven sections.
- DirectX 11 and OpenGL ES2 renderer implementations.
- Entity/Component-driven simulation.
- Skeletal Animation System
- Physics Implementation (Bullet).

### **Programmer, Triumph Studios** situated in Delft, the Netherlands

*2006-2011 (5 years, fulltime)*

*2006 (6 months, internship)*

Shipped Overlord 1 and Overlord 2 for Playstation 3, Xbox 360 and PC.

Worked on a number of unannounced prototypes.

Responsibilities included:

- In-house C++ multi-platform engine- and content tools development.
- Implemented a wild variety of Gameplay Systems, ranging from Character Behaviors to high-level metagame systems.
- Designed and implemented an Object-Oriented LUA Scripting Environment.
- Responsible for a powerful localization system, and a Japanese stand-alone version of Overlord 1. (Including full re-certification).
- Misc. management tasks, such as task management and supervising interns and training junior programmers.

# Onno Jongbloed - Curriculum Vitae

Purcellstraat 53, 1323MB Almere, The Netherlands

EMAIL: me@onnoj.net    PHONE: +31 6 42683509    SKYPE: hello@onnoj.net

WEBSITE: http://onnoj.net

## Skills & Experience

---

- **Excellent Programming Skills:** Software engineering has been my passion for many years. C++ has been my primary programming language since 2005 with C# being a good secondary since 2009.
- **Strong Communicative Skills:** Being approachable and informed allows me to pre-emptively solve problems before they become showstoppers.
- **Engine Development:** Can develop and maintain core-systems, such as: Asset Systems, Localization Systems, Job/Task Scheduling Systems, Memory Management and Entity/Component Systems.
- **Tool and Framework Development:** Can design, extend and build Level- & Asset Editors, as well as provide other programmers with the necessary instruments to build their own tools.
- **Low-Level Development and Debugging:** I absolutely enjoy working with various platforms and devkits, solving all the quirks that come along with it. I am well familiar with X360 and PS3 development.
- **Gameplay Systems:** Has implemented world-simulation and editing, collision detection, character behaviours, navigation, particle & sound emitter systems and high-level game logic.
- **Scripting Systems:** Used LUA to build an object-oriented scripting environment featuring dynamic code binding and lazy loading.

## Additional Skills

---

### Engine Development

DirectX10/11, OpenGL(ES2)  
Third-Party Systems (Audio, Physics)  
Multi-Platform Development  
Asset Pipelines

### Gameplay Programming

Linear Algebra / Vector Math  
Character Behaviors  
Systems Optimization  
Scripting Systems

### Software Engineering

Experienced in C++ (7 years)  
Multi-Threading Programming  
Continuous Integration (Jenkins)  
Design Patterns, UML & TDD design skills

### Tools Development

.NET tech; WPF/WinForms, CLR/Interop  
CMAKE Build Environment  
PHP, PERL, Python, Shell Scripting  
Tool chains; LLVM/Clang, MSVC, GCC

### Misc. Skills

Dutch (Native Speaker)  
English (Proficient)  
Driver's License (Since 2012)

### Hobbies

I love to listen to music, am passionate about video games and frequently play co-operative games with friends.

## Additional Information

---



### Date of Birth:

1985-06-17

### Place of Birth:

Amsterdam, the  
Netherlands

### Nationality:

Dutch

### BIO:

I am a friendly, approachable programmer with a versatile skill set and a passion for software engineering, games technology and games. Well versed in C++ and C#. I believe that the key to successful games development is in having a highly effective, professional team with a strong sense of shared responsibility. My goal is to be part of such team, and to ensure we thrive.