

Onno Jongbloed

Software Engineer

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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#, and I believe that the key to successful games development is in being part of a highly professional team with a strong sense of shared responsibility with the ability to empower itself to do great things.

Employment

Programmer, Triumph Studios

Delft, the Netherlands — 2006-2011 (4 years, 6 months)
Shipped Overlord 1 and Overlord 2 for Playstation 3, Xbox 360 and PC.
Worked on a number of unannounced prototypes.

Responsibilities

- In-House C++ Multi-Platform Engine- and Tools Development.
- Implemented a variety of Gameplay Systems, ranging from Character Behaviors to high-level metagame systems.
- Object-Oriented LUA Scripting Environment.
- Localization System and the stand-alone release of Overlord I for the Japanese Xbox 360 market.
- Misc. management tasks, such as task management and supervising interns and junior programmers.

Programmer Internship, Triumph Studios

Delft, The Netherlands— 2006 (6 months)
Completed an Internship at Triumph Studios. Responsible for simple tool development, re-implementing and upgrading prototype systems in a new code-base for Overlord 1.

Personal Project

2012 – Present

Developed a multi-platform 3D game-engine from scratch, including an asset editor and level editor. The engine is called “Echelon Engine” and provides the horse power for a number of game prototypes. My website (<http://onnoj.net>) features a playable prototype gameplay test.

Skills Used

- The **engine** is written from scratch in **C++** and runs on a variety of platforms including **iOS**, **Windows** and on the web using **Emscripten** (Javascript/WebGL).
- The **editor** is written in **C#** and interfaces directly with the C++ codebase through a custom glue library. GUI is primarily **WinForms**, with **WPF/XAML** for data-driven systems.
- The Engine is fully Object-Oriented, Asset Driven. It features **DirectX 11** and **OpenGL ES2** renderers, a Entity/Component-driven simulation, a **Skeletal Animation System** and a **Physics Implementation** (Bullet)

PORTFOLIO WEBSITE

<http://onnoj.net>

EDUCATION

Hogeschool van Amsterdam

Bachelor of Information and Communication Technology (Minor in Games Technology)

August 2003 – February 2006
March 2011 – August 2011
(Interruption to studies in 2006 after internship, graduated in 2011)

ADDITIONAL SKILLS

DirectX10/11, OpenGL(ES2)
Console Development (Xbox360, Playstation3)
Multi-Platform Programming
Multi-Threading Programming
.NET tech; WPF/WinForms
Linear Algebra / Vector Math
Game AI
Excellent Debugging Skills
Optimization
Third-Party Audio Systems
Databases (SQL)
Windows, OSX and Unix/Linux
Java, Python, Shell Scripting
LLVM/Clang, MSVC, GCC

MISC.

English (Fluent), Dutch (Native)
Driver's License (Since 2012)

References available on request.

Last Updated: June 24, 2014