



# Jort de Boer

Game Developer | (Embedded) Software Engineer

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Utrecht, The Netherlands (NL)

## About me

Based on my loyal and strong motivation, I am determined to conquer any obstacles in my path, continuously broadening my knowledge to ensure the successful completion of the assigned task.

I possess expertise in programming languages such as C/C++ with additional proficiency in Python. Over the course of my professional experience, I have actively applied my knowledge to contribute to diverse projects spanning Game Development, Artificial Intelligence (AI), and Embedded Systems.

## Education

**University of Applied Sciences Utrecht**  
*Bachelor Computer Science (HBO-ICT)*  
● Sep. 2019 - present

**Minor in Finland**  
*Game Development*  
● Aug. 2024 - Dec. 2024

**Niftarlake College**  
*HAVO Science and Health*  
● Sep. 2013 - Jun. 2019

## Skills and Tools

Languages

Assembly Bash (Shell Scripting) C

C++ CSS HTML Javascript

Python

## Highlighted projects

### Symbolic

C++ Python

Abstract syntax tree (AST), lexer, parser, compilation, Turing Complete, functional programming.

### Super Hotline (Game)

C C++

Game development, game loop, sprites and textures, 2D graphics engine, music.

### Custom ROM for the Fairphone 4

C Bash (Shell Scripting)

Android development, bootloader, kernel and user space restrictions.

### Go(moku) AI

Python Assembly

Algorithm implementation, Monte Carlo Tree Search.

### ESP and NRF modules

C++

Resource management, universal code style, wireless communication, low level programming, interrupts.