



# 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.