

Jordy van Dortmont



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🗣️ Dutch, English



BACKGROUND

ABOUT

Optimist with multiple years of experience in developing and releasing serious games, entertainment games, and dialogue tools for games.

WORK EXPERIENCE

● CTO DialogueTrainer, [DialogueTrainer](#)

Dec, 2017 - Present ⌚ 8 months

● Engine & Tools Programmer, [Abbey Games](#)

Sep, 2016 - Nov, 2017 ⌚ 1 year 2 months

Created an advanced pipeline for scripting particle system simulations.

- Specified a particle data format and a shader-like scripting language.
- Implemented a lexer, parser, semantic analyzer and type checker for the scripting language.
- Compiled the AST of the scripting language to an IR in SSA form and applied compiler optimizations.
- Generated particle bytecode and ran the particle bytecode on a wide virtual machine for particle simulation.

● Software Developer, [Utrecht University](#)

Sep, 2015 - Present ⌚ 2 years 11 months

Developing and maintaining the communication skills training game [Communicate!](#) and developing components of the game for the European [RAGE](#) project.

- Released, maintained and extended the game with 2000+ users and content creators.
- Abstracted and generalized the design of the Communicate! dialogue tools.
- Implemented the design by refactoring and extending the dialogue tools.
- Released and maintained many iterations of the open-source dialogue tools.

● Grocery Store Manager Assistant, [Jumbo](#)

Jan, 2011 - Aug, 2015 ⌚ 4 years 7 months

- Supervised and closed the store.
- Directed and lead an efficient and friendly team of 10 up to 20, varying per shift.

● Grocery Store Stock Clerk, [Jumbo](#)

Jan, 2009 - Jan, 2011 ⌚ 1 year 11 months

Arranged and stocked department displays.

SKILLS

Languages

C++ TypeScript JavaScript Haskell C# PHP Go Python

Engine Programming

Architecture Optimization Pipelines Compilers

Tools Programming

Dialogue Editor Dialogue Reasoner Code Editor

Soft Skills

Adaptability Communication Project Management

Additional Skills

Git Visual Studio Visual Studio Code CMake Node Continuous Integration Continuous Delivery

EDUCATION

Game & Media Technology, Master of Science, Utrecht University

Sep, 2015 - Dec, 2017

Computer Science & Game Technology, Bachelor of Science, Utrecht University

Sep, 2012 - Aug, 2015

PUBLICATIONS

[Scenarios in virtual learning environments for one-to-one communication skills training](#), Springer Open

Published on: May 11, 2017

Introduces the [UUDSL](#), a dialogue scenario language, published in the International Journal of Educational Technology in Higher Education.

[An implementation architecture for scenario-based simulations](#), Springer

Published on: Jun 10, 2016

On the implementation architecture used in the serious game [Communicate!](#), published at the Intelligent Tutoring Systems 2016 conference.

INTERESTS

Programming

Engines Tools Languages Compilers Optimization

Games

Guild Wars 2 Hotel Dusk: Room 215 Civilization V Banjo Tooie Paper Mario Legend of Zelda: Ocarina of Time
Age of Empires II