Jolke de Jonge
Graphics / Tools Programmer

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Employment History

Intern, HELLO BUURMAN, Rotterdam (AR Application)
My work revolved in helping creating features in Unity. Small tools related to their product. I also help setup their unit testing pipeline.
Sep 2020 – May 2021

Shift Manager, Julia's, Rotterdam
May 2022

Education

Creative Media and Game Technologies, Breda University of Applied Science, Breda
2022 – Currently Enrolled

Web Development MBO, Grafisch Lyceum, Rotterdam
2018 – 2021

Links

Github   LinkedIn   Itch.io   Website

Skills

- C/C++
  Mostly used in my personal / school projects you can find the projects on my website click here
- DirectX 12
  Most of my projects that is graphics related use DX12. Click here for the projects.
- HLSL
  I have used the shader language in multiple projects.
- PS5 Api / Graphics
  During my second year of my study at BUAS, I got the chance to work with the PS5 API click here
- OpenGL
  I worked on a renderer for the raspberry pi for the graphics API used OpenGL.
- Vulkan
  I changed a project graphics API to use Vulkan instead of using OpenGL.
- C#
  During my internship at HELLO BUURMAN I worked in unity that uses C#. Also developed with C# during my school years at Grafisch Lyceum, Rotterdam
- JavaScript
  My website uses JavaScript. Also developed with JS during my school years at Grafisch Lyceum, Rotterdam
- PHP
  I developed with PHP during my school years at Grafisch Lyceum, Rotterdam. Where I also did Laravel (a PHP Framework) during my internship at HELLO BUURMAN

Languages

- English
- Dutch