

Personal Data Resume Jeroen den Dekker

Personal data

Name: Jeroen den Dekker, M.S. Driving licence: B (car)
Address: Pootstraat 88, Cell: +31 640464601
 2613 PM Delft, the Netherlands Email: jeroen@dendekker.com
Date of birth: june 3rd, 1975 Portfolio website: <http://jeroen.dendekker.com>
Nationality: Dutch

Working experience

- 2010 Freelance graphics artist and Flash animator.
- Two Flash intros for the van Ameyde website: <http://www.ameydemarine.com/>
 - 32x32 pixel icons for an online map for a Star wars MUD: <http://friskystuff.endoftheinternet.org/swmudmaps//mapkey.htm>
 - Lead animator for the iPhone game Blörk: <http://www.blork-thegame.com>.
- 2006 – 2009 Research engineer at the Aerospace Software and Technologies Institute.
- Graphics for an iPhone game: menu, 3D terrain and objects in the game
 - Animations to explain technical concepts in a simple and comprehensible way; clients Nissan, CP-GPS and Heering UAS
 - Design and implementation of cockpit displays for the Superbus, a highspeed zero-emission public road transport: <http://www.superbusproject.com/>
 - Certification of professional flight simulators
- 2004 – 2006 Aviation systems developer at Sim-Industries:
design and building of a Boeing737NG flight simulator for training of airline pilots.

Practical training

- 2004 – 2010 Courses model drawing, grafical design and graffiti.
- 2004 Graduation project: design of an user interface for operation of an unmanned helicopter, so it could be operated safely outside of the direct view of the controller.
- 2003 Vectorracer game, programmed in Java: concept, graphics and collision detection: <http://vectorracer.boschloo.net/>
- 2003 Real-time flight simulation (inflight refueling) in C++ / OpenGL: tanker airplane graphics and motion.
- 2002 Internship at the University of Stellenbosch in South Africa: design and building of a low-cost motion platform for a glider simulator.
- 1999 Design and programming of a Pipedream game in 3D on a virtual workbench: http://graphics.tudelft.nl/~michal/vr_demos/

Education

Aerospace engineering at Delft Technical University, Control & Simulation division.
Specialized in man-machine interaction, simulation and virtual reality. Graduated M.S. 2004.

Skills and knowledge

Languages: Dutch (mother tongue), English (fluent), German (average), French (basic).
Graphics: Flash, Photoshop, Illustrator, Inkscape, Blender, 3D studio, AutoCAD, Dpaint.
Computer: Actionscript (2 en 3), C/C++, Java, OpenGL, Matlab.

Other activities

Member of the Game Development Sanctuary, a group of Delft students that makes computer games.
Logo design for several clients, including ASTI, HCASR, CAMMI, Creative words, Bright aid, Nico Koot.
Cover design of two PhD theses.
Interests: Drawing, computers (games, programming, drawing and animating), reading, Fantasy and roleplaying, sports (swimming, cycling, scuba-diving), music (playing the saxophone).