

# Erik Høytrup Jørgensen

## Programmer

✉ ErikHoyJor@gmail.com (mailto:ErikHoyJor@gmail.com)

Portfolio: <http://ErikHoyJor.16mb.com> (<http://ErikHoyJor.16mb.com>)

## Experience

**Blackbird Interactive (October 2015)** - Intern programmer

Worked on *Homeworld: Deserts of Kharak* (scored 80 on Metacritic) published by Gearbox Software.

My responsibilities included:

- UI (Especially front-end menus)
- Various bugfixes
- Profiling and optimizing
- Development of tools

## Education

**Academy Profession Degree in Computer Science** - Erhvervsakademi Dania

- Learnt programming and agile methodology.
- Head of education in the student council and helped remaking the student council constitution.
- Designed and created a prototype for a client that was used to get funding.
- Artificial Intelligence, object oriented programming, algorithms, testing, databases and operating systems, courses
- Specialized in game engines.
- Was selected to study abroad at the Centre for Digital Media.

**Visiting student at a Master for Digital Media program** - Centre for Digital Media

- Lead programmer in a client project utilizing Unity3D for Android, iPad and iPhone. Integrating and used Wwise, but replaced with a custom made audio tool to better fit our needs.

## Achievements and Awards

- **Game Changer Game Jam 2014** – Winner of jam with “*Are We There Yet?*”
- **Nordic Game Jam 2014** – Honorable mention with “*Synestext*”

## Projects

**VOTOL (January 2016)** – Everything

An integrated development environment for Lua featuring a visual editor. VOTOL is unique by having the ability to a graph into code and code into a graph, creating a one to one relationship between the code and the graph.

- Created a 1:1 relationship between code and a graph.
- Created UX accessible for designers.
- Graduated with this and got top grades.

**Are We There Yet? (May 2014)** – Lead programmer

An art game about a being a defenseless kid in the backseat of a car killing time, while your parents

are having a fight.

- Developed within 26 hours to develop in Unity3D.
- Won Game Changer Game Jam.

### **Anthymn Spell Composer (April 2015) – Lead programmer**

A companion app for String Theory Entertainment's game Masters of the Anthymn, which served as a music making app as well as a combo creator for the main game.

- Developed within 3 and half month with Unity3D.
- Was using Audiokinetic Wwise but ended up working closely with the audio designer to create a basic replacement that better fitted our needs.
- Was deployed on Android and iOS.

### **Synestext (February 2014) – Front-end programmer**

An interactive writing tool that procedurally generates music from the way you write and the words you use in the document.

- Did front-end programming, word interpretation and other general stuff.
- Developed in Unity3D.
- Got an honorable mention (most likely due to its creative use of audio)
- Made within 48 hour at Nordic Game Jam.

### **Odysseus and the Sea (May 2014) – Everything**

A game about sailing using only the stars at night and the coast at day.

- Created a day and night cycle for an unlit art style.
- Created pseudo sailing physics mechanics that were fun to play.
- Created everything solo in a week and released it as public domain as part of the jam.

## **Skills**

### **Languages**

C# (3 years), Python (1 year), SQL (1 year), HTML/CSS (5 years), C++, Lua, PHP and JavaScript

### **Tools**

Visual Studio, SQLite, Git, Perforce, Regex, Unity3D, Unreal Engine 4, Twine, MonoDevelop, SVN and Doxygen.

### **APIs and Frameworks**

Wwise, .NET, Winforms, MonoGame, ASP.NET and RESTful services.

### **Other**

Photoshop, 3DS Max, WordPress and Scrum.