

# Jay van Hutten

## curriculum vitae

### Personal details

Name: Jay Ferdinand van Hutten  
Address: Alexanderlaan 3, 1213XP Hilversum, The Netherlands  
E-mail: jay@djedditt.net  
Telephone: 0031 6 30234728  
Date of birth: September 4<sup>th</sup>, 1989  
Nationality: Dutch

### Education

2007 – present: Utrecht School of the Arts, HBO  
- Game Design & Development  
2001 – 2006: Willem de Zwijger College, HAVO  
- High school graduate

### Work experience

2009 – 2010: Intern at Two Tribes (game studio)  
- level designer, 2D artist  
2008: City Hall of Alblasterdam & Dordrecht  
- administrative assistant  
2007 – 2008: Albert Schweitzer Hospital  
- hospital's website maintenance  
2003 – 2005: Editor at GameParty  
- writing news, reviews

### Personal skills

- Ability to quickly learn new engine tools and scripting languages.
- Ability to conceptualize and implement game ideas using various tools and technology.
- Strong attention to detail.
- Passion for making and playing innovative videogames.

### Languages

Mother tongue: Dutch  
Other: Fluent English (spoken and written)

### Computer skills

OS: Very comfortable with Windows and Mac OS X.  
Apps: Adobe Photoshop, Autodesk 3ds Max, Microsoft Paint, Word, PowerPoint, Keynote, Sony Vegas  
Level editors: Valve Hammer Editor, various in-house level editors  
Programming: ActionScript 2.0, C, C#, C++, CSS, HTML, Javascript, PHP, MySQL

### Additional information

I enjoy life, listening to music, watching movies, playing videogames, piano and freestyle skiing.