ROY VAN DE MORTEL

- 22-02-1988
- Nieuwegein, the Netherlands

CREATIVE DEVELOPER / PROGRAMMER
(LOW-CODE) UX/UI DEVELOPER / GAME - & LEVEL DESIGN

- WWW.LINKEDIN.COM/IN/ROYV1
- ROY@DIGITALDREAMSGAMES.COM
- WWW.ROYVANDEMORTEL.COM

SUMMARY

Graduated with a Bachelor of Art & Technology at the University of the Arts Utrecht; Roy launched his career in the international video games industry by Co-founding Digital Dreams.

During this time he contributed to a variety of projects, demonstrating proficiency in both technical and creative capacities. From applied games on web and mobile to so-called 'AAA games' released on the previous console generation (PS4, Xbox One, PS Vita). His focus was primarily on Level design, gameplay prototyping, UX/UI, and developing tools to streamline development.

In 2020, Roy initiated a shift in his career trajectory toward Lowcode IT. More specifically; OutSystems. This decision was partly driven by an aspiration for more applied projects and a more structured collaboration with colleagues. Additionally and most importantly, a closer and more meaningful connection with end-users and customers.

As an entrepreneur, independent contractor, or on payroll; his hands-on approach combining creative thinking with engineering knowledge has been the most important returning common thread throughout his endeavours.
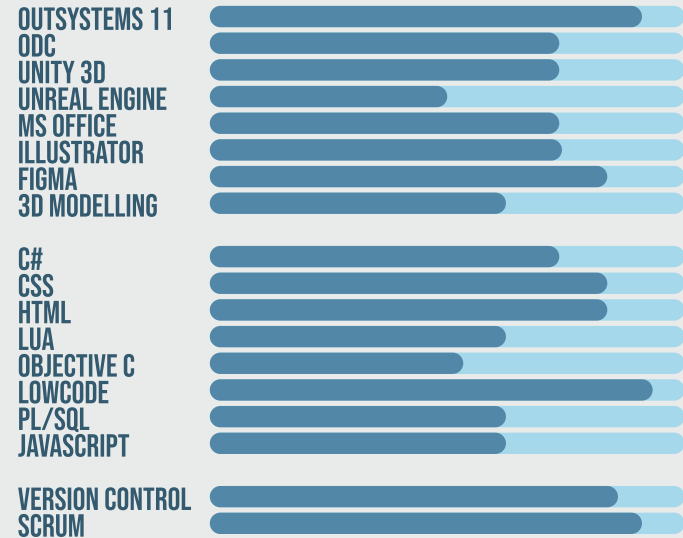
CAPABILITIES

Pie chart: LEVEL-GAME DESIGN, UX/UI, QA, PROGRAMMING, LOW CODE
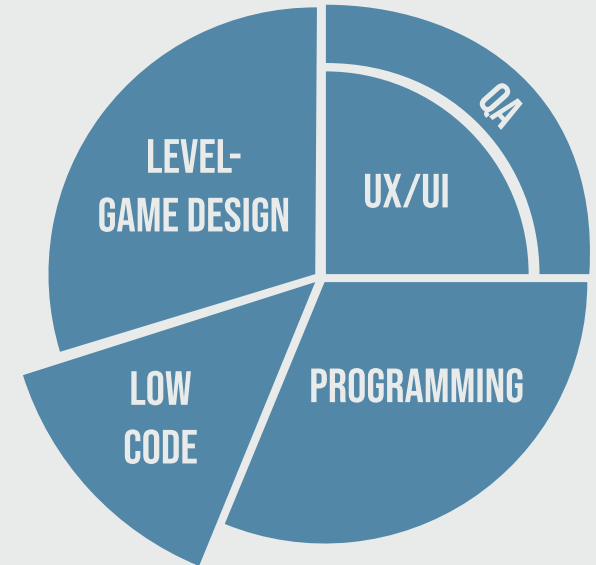
CERTIFICATES

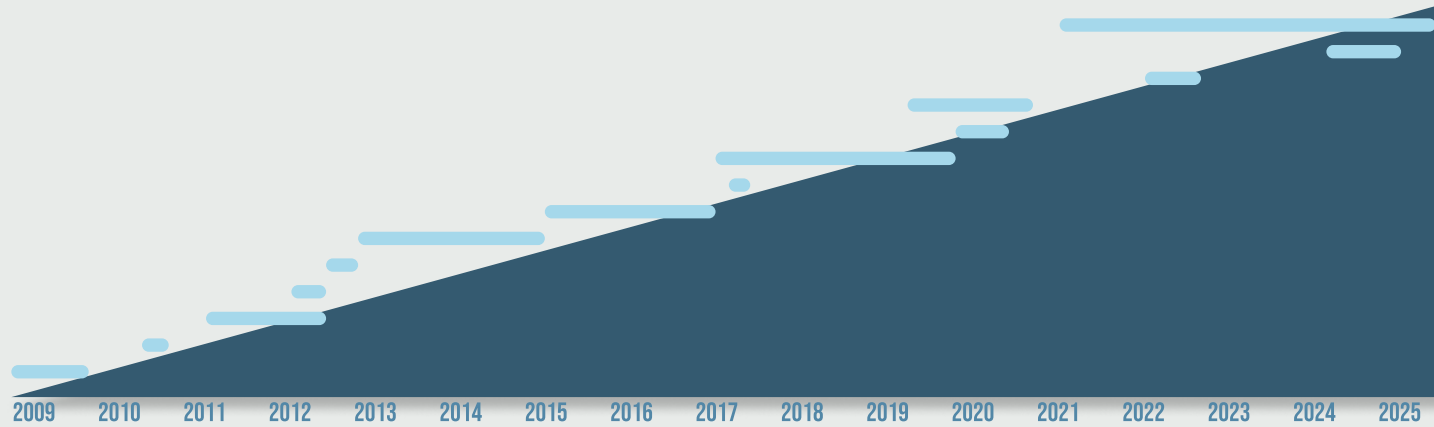| Certificate	Year
ASSOCIATE TECH LEAD (OS 11)	2024
ARCHITECTURE SPECIALIST (ODC)	2024
OUTSYSTEMS CERTIFIED TRAINER	2024
ASSOCIATE DEVELOPER (ODC)	2024
PROFESSIONAL MOBILE DEVELOPER (OS 11)	2023
PROFESSIONAL WEB DEVELOPER (OS 11)	2023
SECURITY SPECIALIST (OS 11)	2023
PROFESSIONAL SCRUM MASTER I (PSM I)	2023
WEB DEVELOPMENT SPECIALIZATION (OS 11)	2023
ARCHITECTURE SPECIALIST (OS 11)	2022
FRONT-END DEVELOPER SPECIALIST (OS 11)	2022
PROFESSIONAL TRADITIONAL WEB DEVELOPER (OS 11)	2021
MOBILE DEVELOPER SPECIALIST (OS 11)	2020
ASSOCIATE REACTIVE DEVELOPER (OS 11)	2020
ASSOCIATE TRADITIONAL WEB DEVELOPER (OS 11)	2020

EDUCATION AND TRAINING

GAME DESIGN AND DEVELOPMENT
UNIVERSITY OF THE ARTS UTRECHT — 2010
4 years - Arts, media and technology bachelor

PRINS WILLEM ALEXANDER SCHOOL
HAVO — 2005
4 years - Natuur/gezondheid -Zeven, Germany

SCRUM MASTER TRAINING
VX Company - 2023

FRONT-END DEVELOPER BOOT CAMP- OS 11
Transfer Education - 2022

ADVANCED WEB DEVELOPER BOOT CAMP
Transfer Education - 2021

HTML & CSS TRAINING,
Transfer Education - 2020

MOBILE DEVELOPER - OS 11
Transfer Education - 2020

TRADITIONAL WEB DEVELOPER - OS 11
Transfer Education - 2020

ORACLE: WORKING WITH SQL
Transfer Education - 2020

ORACLE: PL/SQL PROGRAMMING
Transfer Education - 2021

PYTHON 3 BOOTCAMP
Udemy, 2019

UNITY EDITOR SCRIPTING MASTERCLASS
Udemy, 2018

UNITY SHADER PROGRAMMING
Udemy, 2018

LEVEL DESIGN SEMINAR,
University of the arts Utrecht, 2010

BOARD GAME SEMINAR
University of the arts Utrecht, 2009

NOTABLE SKILLS & PROFICIENCY

- OUTSYSTEMS 11
- ODC
- UNITY 3D
- UNREAL ENGINE
- MS OFFICE
- ILLUSTRATOR
- FIGMA
- 3D MODELLING

- C#
- CSS
- HTML
- LUA
- OBJECTIVE C
- LOWCODE
- PL/SQL
- JAVASCRIPT

- VERSION CONTROL
- SCRUM

RELEVANT WORK EXPERIENCE

2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025

TRANSFER SOLUTIONS — OUTSYSTEMS DEVELOPER (CONSULTANT)

06/2020 - PRESENT — **DARCOLLECT (DARLING INGREDIENTS)**
Software and UX/UI development in OutSystems (Lowcode, CSS, HTML, Javascript, Figma)

02/2024 - 06/2024 — **ECOSON CUSTOMER PORTAL APP & BROWSER (DARLING INGREDIENTS)**
Native mobile app and web development in Outsystems (Lowcode, CSS, HTML, Javascript)

01/2024 - PRESENT — **FRONT-END COURSE INSTRUCTOR FOR OUTSYSTEMS**
Teaching the occasional Front-end course for OutSystems (5-10 Student)

10/2021 - 05/2022 — **FALLENSTOCK APP & BROWSER (DARLING INGREDIENTS)**
Native mobile app and web development in OutSystems (Lowcode, CSS, HTML, Javascript, Figma)

03/2020 - 06/2020 — **WDC MOBILE ADAPTATION (VNG)**
Mobile app adaptation in OutSystems (Lowcode, CSS, HTML)

M2H / BLACKMILL — SENIOR LEVEL DESIGNER & C# PROGRAMMER (FREELANCE)

07/2018 - 01/2020 — **TANNENBERG & ISZONZO**
UI Programming and multiplayer map designer for Iszonzo and Tannenberg (PC, Xbox One & PS4)

03/2019 - 10/2019 — **UNANNOUNCED ESCAPE ROOM GAME**
Level and puzzle design for an unannounced escape room game (Unity, C#)

DIGITAL DREAMS — LEAD LEVEL DESIGNER & C# PROGRAMMER (CO-FOUNDER)

08/2016 - 03/2019 — **MIRAGE (WORKING TITLE)**
Level design & programming (Unity 3d, C#, Open world Puzzle)

10/2016 - 11/2016 — **OMGEVINGSWET PROTOTYPE (MINISTERIE VAN INFRASTRUCTUUR EN MILIEU)**
Programming (Unity, C#,)

08/2014 - 08/2016 — **METRICO+ (PS4, XBOX ONE, STEAM)**
Lead level design, QA & programming (Unity, C#, Puzzle Platformer)

08/2012 - 08/2014 — **METRICO (PS VITA)**
Lead level design, QA & programming (Unity, C#, Puzzle Platformer)

02/2012 - 08/2012 — **COWBEAM (IOS)**
Game design & programming (Unity, C#, Puzzle)

08/2011 - 02/2012 — **SOLAR TYCOON (UTRECHT UNIVERSITY)**
UX/UI programming in Flash (UX/UI, Actionscript 3.0)

12/2010 - 02/2012 — **VARIOUS FLASH GAMES AND PROTOTYPES**
Level design & programming for various flash, iPhone and XBLA games

TRIUMPH STUDIOS — JUNIOR LEVEL DESIGNER & LUA SCRIPTER

08/2008 - 06/2009 — **OVERLORD 2**
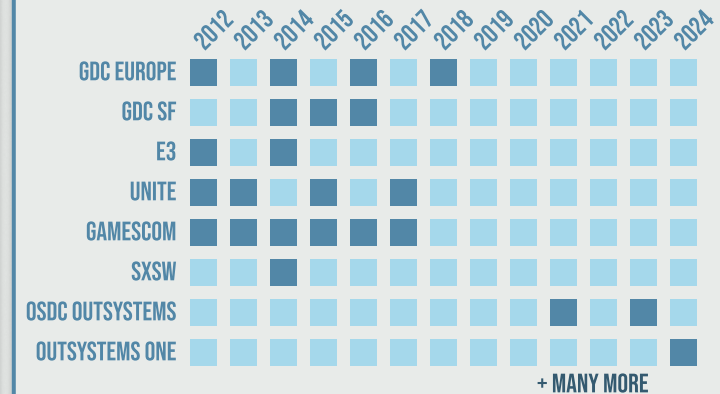Quest & level design for Overlord 2 (PC, Xbox 360 and PS3)

LANGUAGES

DUTCH

ENGLISH

GERMAN

CONFERENCES

	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024
GDC EUROPE													
GDC SF													
E3													
UNITE													
GAMESCOM													
SXSW													
OSDC OUTSYSTEMS													
OUTSYSTEMS ONE													

+ MANY MORE

HOBBIES