Jonathan Hertz
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Jobs

QA Student Worker, Unity Technologies – 2020-Current

Teaching Assistant, IT-University of Copenhagen – 2018-2020

Volunteer, Coding Pirates – 2017-2018

Board Member, ITU Innovators – 2016-2017

Tournament Organizer, ITU LAN – 2016-2017

Student worker, SDC – 2015-2016

Education

MSc. Games (Design), IT-University of Copenhagen – 2019-Current

BSc. Digital Media and Design, IT-University of Copenhagen – 2016-2019

GameIT College, Grenaa Higher Technical Gymnasium – 2012-2015

Skills

Game development: 7 years of experience with Unity Engine, multiple game jams and a few projects

Various UX design processes, including interaction design, design thinking, co-design, usertests, concept development, data gathering (surveys, interviews, observations), play design, and locative media design

Proficient in programming, specifically C# and Unity, JavaScript, Lua, Java, and Python

Web Design with Bootstrap, jQuery, Node.js, and React

Fluent English and Danish speaking and writing

Tools: Unity Engine, Visual Studio, and Adobe package

Proficiency with electronics, including Arduino, Tessel 2, Raspberry Pi, and various sensors