JONATHAN HERTZ

Game Developer

+45 4016 8985   jonathan_hertz2@live.dk   bmandk.github.io   Copenhagen, Denmark

ABOUT ME

I'm a game developer with a passion for core gameplay: What makes the moment to moment interactions fun? I like making games in my spare time as well, and attending game jams when possible.

I'm great at collaborating and communicating with all stakeholders of a game production. I have a great eye for detail as well.

Be sure to check out my portfolio at bmandk.github.io

SKILLS

Unity/C#, including Burst, jobs, and Entities, Unreal (Blueprints & C++), Godot, gameplay (character controllers, physics, mechanics), systems (inventory, AI, game systems), multiplayer/netcode, mobile/console development and debugging, performance optimization, designer & artist tools, VR.

Automation, CI/CD pipelines (Internal, Jenkins, GitHub Actions, Azure), Kubernetes & Docker, Agones, automated tests.

Web & API development, JS/TS, node.js, React, Vue, Java Spring, microservices, go, Python

Hardware (Arduino, Raspberry Pi, CircuitPython), sensors (strain gauge, gyroscope, accelerometer and more)

Game design, system design, level design, prototyping, rational game design, balancing, rhythm games, world design, playtesting, data-driven design, psychology.

Agile, Scrum, and sprints, self driven, organizing, learning mindset, flexible, detail oriented, cross-disciplinary teamwork, collaboration, user-focused.

EXPERIENCE

Quack People, 2024-Current - Founder
A small game company of two people. We're creating very small games (under 3 month development time in our spare time). Responsibility includes game direction, project management, game design (prototyping, playtesting, balancing), and lead programming (architecture, systems, gameplay).

Unity Technologies, 2024-Current – Netcode Engineer
Developing netcode solutions for Unity, both Netcode for Entities and a unified netcode solution for Entities and GameObjects. Tasks included API design and development, bug fixing (JIRA), user & customer interaction, sample development, writing documentation, reviewing code. Teamwork oriented role, and helped new members onboard.

Unity Technologies, 2022-2024 – Software Engineer, Quality
Increasing the quality of Unity's multiplayer frameworks. Working with new technologies, ensuring all aspects of the product is good and the code architecture is maintainable and testable, hunting down and fixing bugs, creating test strategies, increasing CI coverage, releasing and communicating with various stakeholders. Very self-motivated, and taught new team members as they joined.

IBM Client Innovation Center, 2021-2022 – Associate Software Developer
Working as a consultant software developer, working with clients to deliver software. My roles included Unity developer and frontend developer.

Unity Technologies, 2020-2021 – QA Student Worker
Raising the bar for the new ECS-based engine, by designing and programming game projects that were used to test workflows, find bugs, and benchmark the product.

DADIU, 2020 – Lead Game Designer
Creating Pacha in 8 weeks, with a team of 17 people. I both designed and lead the design department, with a focus on learning and applying rational game design.

EDUCATION

MSc. Games (Design Track), IT-University of Copenhagen, 2019-2021
Game Design, Prototyping, Playtesting, Theory & Analysis, DADIU.

BSc. Digital Media and Design, IT-University of Copenhagen, 2016-2019
Digital Design, UX Design, HCI, Service Design, Aesthetics, Play Design, Entrepreneurship, Design Theory