

JONATHAN HERTZ

Game Designer

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ABOUT ME

I'm a game designer 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 making short games for my friends.

In my spare time I play both guitar and piano (keyboard really) to express myself. I am a big fan of playing online competitive games, especially with friends.

SKILLS

Prototyping



Playtesting



Unity/C#



Psychology Theory



Rational Game Design



Data Analysis and Statistics



EDUCATION

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

BSc. Digital Media and Design, IT-University of Copenhagen, 2021
Digital Design, UX Design, HCI, Service Design

WORK EXPERIENCE

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

DADIU, 2020 – Lead Game Designer
Creating Pacha in 8 weeks, with a team of 17 people. Both designing and leading the design department, using rational game design.

IT-University of Copenhagen, 2018-2020 – Teaching Assistant
Helping new design students in their courses, and aiding the teacher.

Coding Pirates, 2017-2018 – Volunteer
Teaching kids ages 7-14 about logic and programming using LEGO Mindstorms and Scratch among others.

ITU Innovators, 2016-2017 – Board Member
Leading the design-department, helping students start their entrepreneurship.

ITU LAN, 2016-2017 – Tournament Organizer
Part of organizing the event and tournaments for a LAN of over 300 people.

SDC, 2015-2016 – Student Worker
Working at the tools department, creating tools for communication.