

JONATHAN HERTZ

Game Designer

+45 4016 8985

Jonathan_hertz2@live.dk

www.jonathanhertz.dk

Copenhagen,
Denmark

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 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 www.jonathanhertz.dk

SKILLS

Prototyping

Communication and documentation

Playtesting

Unity/C#

Psychology Theory

Data Analysis and Statistics

EDUCATION

MSc. Games (Design Track), IT-University of Copenhagen, 2019-2021

Game Design, Prototyping, Playtesting, Theory & Analysis
BSc. Digital Media and Design, IT-University of Copenhagen, 2016-2019

Digital Design, UX Design, HCI, Service Design

EXPERIENCE

IBM Client Innovation Center, Current – 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.

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.

SDC, 2015-2016 – Student Worker

Working at the tools department, creating tools for communication.