

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 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#



Prototyping



Communication and documentation



Playtesting



Psychology Theory



Data Analysis and Statistics



Unreal Engine (C++ and blueprints)



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

Unity Technologies, Current – Software Engineer, Quality

Increasing the quality of Unity's multiplayer frameworks. Working with new technologies, ensuring all aspects of the product is good, hunting down and fixing bugs, creating test strategies, increasing CI coverage, releasing and communicating with various stakeholders.

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.

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.