

Jonathan Hertz
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Jobs

Teaching Assistant, IT-University of Copenhagen - 2018-2019

Volunteer, Coding Pirates - 2017-2018

Board Member, ITU Innovators - 2016-2017

Tournament Organizer, ITU LAN - 2016-2017

Barista, KU.BE – October 2016-2017

Student worker, SDC – 2015-2016

Education

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

GameIT College, Grenå Higher Technical Gymnasium - 2012-2015

Competencies

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

Web Design with Bootstrap, jQuery, Node.js

Fluent English and Danish speaking and writing

Tools: Unity Engine, Microsoft Office, Visual Studio, Photoshop

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

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

Ludography

Smadreland Simulator 2018 - Winner of KMD/ITU/Copenhell GameJam, exhibited at the Copenhell Music Festival (Can be found at <https://onkelerik.itch.io/smadreland-simulator-2018>)