

Jonathan Hertz  
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## Jobs

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

Volunteer, Coding Pirates - 2017-2018

Board Member, ITU Innovators - 2016-2017

Tournament Organizer, ITU LAN - 2016-2017

Student worker, SDC – 2015-2016

## Education

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

GameIT College, Grenaa 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, Adobe Photoshop, Adobe Illustrator

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

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