

Jonah Hansen

Software Developer

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SKILLS

Languages and Paradigms: C#, Javascript, Typescript, Python, Object-Oriented Programming (OOP), Functional Programming, Observables, Event-Driven Architecture, Microservices architecture.

Game Development: Unity game engine, Tiled, Yarnspinner, Entity Component Systems (ECS), Unity Addressables, Mobile builds (Android, IOS), WebGL builds, Unity Input System (Keyboard, Gamepad, Touch), ScriptableObjects.

Web Development: Angular, React, Express, NestJS, Wordpress, RxJS, MySQL, MongoDB, REST APIs, WebSockets,

Tools and Services: Version Control (Git), Amazon Web Services (AWS), OAuth, RevenueCat, Sentry, Matomo.

SUMMARY

Passionate Full-stack developer with experience building complex games and scalable backend systems. Comfortable solving tough problems and working across Unity, web systems, and writing technical documentation.

EXPERIENCE

Senior Developer | [Godshard Chronicles](#)

A top-down action RPG inspired by The Legend of Zelda, Grandia, and the Mana series.

MAY 2025 - present, [Swordmonkey Studios](#) / J-Cat Games

- Reviewed pull requests and provided hands-on mentorship to a junior developer, guiding code architecture decisions and enforcing best practices in Unity and C#.
- Integrated narrative design into gameplay using Tiled and YarnSpinner, ensuring seamless integration of narrative and level design with core systems.
- Implemented new gameplay features in Unity, including combat mechanics and player ability systems, while coordinating with narrative and level design teams.

Full Stack Developer | [Numetry](#)

An online teacher platform serving a collection of educational minigames.

DEC 2024 - present, [Swordmonkey Studios](#) / [Eduplaytion AS](#)

- Built and maintained multilingual WordPress marketing sites, improving navigation structure, localization accuracy, and overall UX across target markets.
- Implemented authentication microservices, management dashboards, and tracking features using React, and NestJS, enhancing accessibility and administrative control for the platform.
- Integrated cookie consent functionality and Matomo analytics to align with data privacy requirements and improve visibility into user activity.
- Upgraded Unity project from Unity 2019 to Unity 6. Refactored custom JSlib plugins and templates to match Unity's new WebGL structure improving performance, cross-browser compatibility, and enabling future feature development.

Lead Developer | Idle Tower Defense Game

An idle game based around protecting a tower from waves of enemies.

DEC 2024 - present, [Swordmonkey Studios](#) / [Iron Horse Games LLC](#)

- Designed and implemented a shared modular event-driven framework using Unity ScriptableObjects, enabling scalable systems for both Idle Tower Defense and other projects in parallel.
- Designed and implemented a modular unit skill system supporting trigger-based effects (e.g., on-tick, on-hit, on-hurt), enabling synergistic stat scaling, buffs, debuffs, and complex inter-unit dynamics.

Lead Developer | Idle Mines RPG 2

A sequel to the highly successful [Idle Mines RPG](#), manage and upgrade your dwarves to mine deep and defeat monsters.

AUG 2024 - present, [Swordmonkey Studios](#) / [Iron Horse Games LLC](#)

- Integrated systems for stat scaling, progression, and upgrade mechanics, including a dynamic leveling model and prestige reset loop to support long-term replayability.

- Reused and expanded components from the original *Idle Mines RPG*, ensuring continuity while improving scalability, code maintainability, and performance while reducing tech debt.

Lead Programmer | [Time Hoppers: The Silk Road](#)

A 2D action-adventure game blending entertainment with educational content across multiple platforms.

NOV 2023 - SEPT 2024, [Swordmonkey Studios](#) / [Muslim Kids TV](#), [Milo Productions inc](#)

- Integrated in-app purchasing systems across Android and iOS using RevenueCat, enabling monetization with analytics-backed performance tracking.
- Added multi-platform achievements (Steam, Game Center, Play Store), increasing player engagement and platform feature parity.
- Implemented full controller support through a unified input abstraction layer, significantly improving accessibility and platform reach.

Full Stack Developer | [NOAI.com](#)

A persistent Browser Based MMO RPG focused on character progression and dynamic world interaction.

SEPT 2023 - MAY 2024, [Swordmonkey Studios](#) / NOAI

- Ported core backend systems from a legacy Express with TypeORM stack to a modular NestJS architecture, improving maintainability, testability, and long-term scalability.
- Integrated secure authentication via OAuth, with a backend designed from the outset for hardened security and minimal tech debt.
- Integrated Angular frontend with NestJS backend and Colyseus networking, streamlining real-time player interactions in a persistent MMO environment.

Developer | [rpsRoyale.io](#)

A stylized web based multiplayer game featuring Rock-Paper-Scissors mechanics.

AUG 2023, [Swordmonkey Studios](#) / Pixel Perfect UG

- Transformed a locally playable prototype into a production-ready, scalable web game, collaborating closely with stakeholders to align technical delivery with game design expectations.
- Integrated AWS GameLift into a custom NodeJS multiplayer architecture, enabling dynamic server scaling and session management for real-time matches.
- Wrote two technical documentation suites: one general-purpose guide on using AWS GameLift with JavaScript, and one project-specific deployment manual with step-by-step instructions and annotated screenshots.

PROJECTS

Lead Developer & Community Manager | [Minecraft: Chocolate Edition Modpack](#)

A large-scale action RPG overhaul of Minecraft with 800,000+ downloads and an active player community.

NOV 2023 - present

- Designed and maintained custom integrations and scripts to unify mods, resolve compatibility issues, and create seamless gameplay features, growing the project from ~20k to 800k+ downloads.
- Managed a team of core and casual contributors, enforced git workflows and code standards, and oversaw collaborative version control for an expanded team of 15+ contributors.
- Moderated the community Discord (8500+ members), providing technical support, troubleshooting crashes, and fostering a positive player environment.
- Authored and maintained critical internal documentation for contributor onboarding, scripting standards, and patch deployment procedures.

EDUCATION

BrainStation | Diploma, Web Development

Accelerated program focused on full-stack JavaScript web development.

SEPT 2022 - DEC 2022, Remote