



# Junior Gameplay Programmer

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## Jonas Bruylant

### My Contact

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### Hard Skill

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- Gameplay programming
- Game design
- AI programming
- Fluent Dutch
- Fluent English

### Soft Skill

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- Team player
- Cool-headed
- Communication

### Education Background

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- Digital Arts & Entertainment - Kortrijk  
Bachelor degree in Game Development  
2019 - 2024
- PHTI - Gent  
Diploma in Accounting and Computer science.  
2015 - 2019

### Achievements

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Feb 2023 - June 2023      Game projects game came in 5th place among 31 contestants.

### About Me

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Eager and waiting for opportunities to learn, grow and improve my skills further in the different categories of Game development.

Very lenient and easy going while also hard working and having fun during projects.

### Professional Experience

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Game Projects - School Course  
Feb 2023 - June 2023

Key responsibilities:

- Programming core mechanics of the game.
- Keeping track of discussed coding standards.
- Play testing implemented code.
- Giving and receiving feedback from the team.

Fragile - Gamejam  
Feb 2023

Key responsibilities:

- Implementing player and camera movement.
- Adding slope physics.
- Coding the use of power-ups.

Peace & Chaos - Gamejam  
April 2022

Key responsibilities:

- Writing a shader to show a ripple effect on screen.
- UI placement.
- Timer counting and showed off on main menu.
- Slowing down movement for a set period of time when a button is pressed.

Myron Software - Internship  
Feb 2024 - June 2024

- Made multiple interactable traps for the player to use.
- Created the polymorph spell to transform enemies.
- Added the ability for units to be in jail.
- Learned to keep things simple.
- Hid things in hidden rooms from players