Junior Programmer

Jonas Bruylant

My Contact

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Hard Skill

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

Soft Skill

- Team player
- Cool-headed
- Communication

Education Background

- Digital Arts & Entertainment - Kortrijk
  Bachelor degree in Game Development
  2019 - 2024

- PHTI - Gent
  Diploma in Accounting and Computer sciene.
  2015 - 2019

Achievements

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

About Me

Eager and waiting for opportunities to learn, grow and improve my skills further in the different categories of Game development and general programming.
Very lenient and easy going while also hard working and having fun during projects.

Professional Experience

Myron Software - Junior programmer
Feb 2024 - July 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

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.