Jonas Valstar

Passionate Game Programmer, always keen to learn

Website
jonasvalstar.github.io

LinkedIn
www.linkedin.com/in/jonas-valstar-379112243

Email
jonas.r.valstar@gmail.com

Languages
Dutch (native)
English (C1)
Germain (A2)

Soft skills
Creative
Perfectionist
Proactive
Dedicated
Perseverance
Teamwork
Patient
Stress-resistant

Hard skills
Programming
 – C#
 – GML
 – JavaScript
 – HTML + CSS
Unity
Game Design
3D Modelling
Visual Design
Poster Design

Projects

Custom Algorithm Opponent (in Unity)
Picking the best move to make in a chess inspired game.

Procedural Animation (in GameMaker)
Animating spider legs to avoid obstacles and look realistic

Terrain Generation Algorithm (in Unity)
Making a system that would generate hills and trees.

Weapon modification system (in Unity)
Modifying weapons with mods that can change anything.

Education

2023 – present | Hanze University of Aplied Sciences
Bachalor (Creative Media and Game Technologies)
I have been lead or only programmer in every team I have been in. I have worked entertainment and serious games for school and clients. These include 2D, 3D and VR games of many different genres. I mainly work on programming. But have done 3D modelling, Game Design, 2D art, UI, Poster, narrative and character design occasionally as well.

2016-2023 | Harens Lyceum
Atheneum (Natuur en Techniek)
I did the informatics course and for that I made a couple of websites and did all the programming for a 2D game.
For my Graduation Project (Profielwerkstuk) I made an AI* for a custom made game.

Work

2022 – present | Albert Heijn
Laarweg 1, 9471 AD Zuidlaren
Stock boy
- Worked in almost all aisles
- Usually Stocking the vegetables and wine
- Checking and pricing down products for expiration dates
- Unloading the lorry and getting the stockroom ready

2021 – 2022 | Albert Heijn
Rijksweg 16, 9731 AB Groningen
Stock boy
- Worked in almost all aisles