



Jonas Valstar

Passionate Game Programmer, always keen to learn

Projects

Custom AI* Algorithm for chess inspired game (in Unity)
As my Graduation Assignment of my highschool I made a custom Algorithmic opponent. It calculates the best move to make based on predicted AI and player moves

Procedural Animation (in GameMaker)

For a university assignment i wanted to make the player character use procedural animation as a puzzle mechanic. The character animates relative to where the player walks

Terrain Generation Algorithm (in Unity)

I wanted to try making a terrain generation algorithm. It starts with generating the ground with hills and bumps. Then it also adds trees and other structures.

Full game with multiple systems (in Unity)

As a university assignment I made a full game in a team for a target audience. I made most of the systems including: dialogue, Parkour Race, Bossfight, Camera and Movement

Education

2023 - present | Hanze University of Applied Sciences
Bachelor (Creative Media and Game Technologies)

I have been lead or only programmer in every team I have been in and know how to work in programs like Unity, GameMaker, Blender, Photoshop and others. I have worked on 2D, 3D and VR games of many different genres. I mainly work on programming. But have done: 3D modelling, Game Design, 2D UI, Poster and character design

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 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

2021 - 2022 | Albert Heijn
Rijksweg 16, 9731 AB Groningen
Had to quit because I was moving houses

*AI as in the common referral to videogame bots

Email

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Languages

Dutch (native language)
English (very proficient)
German (a little bit)

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