



Jonas Valstar

a perfectionistic programmer with a liking in movies

Personal Projects

Toast animation

I made a semi realistic looking toaster robot wielding a blender as a sword. I rigged the robot and am making an animation to experiment with lighting and camera positioning

Tower defence game

For a game jam, i programmed a game where you can place down turrets on a grid, and it would automatically shoot at the closest enemy in range.

Movie posters

I made some movie style posters for games i played with friends and our dnd campaign because i like experimenting in photoshop and the style of movie-posters.

Other

I also made a script that calculates how circles bounce and made a game with it. Along with a mimic model, pixel art characters of my dnd character and a movie intro for myself

Education

2023 - present | Hanze University of Applied Sciences

Bachelor of Science (Creative Media and Game Technologies)

I have been lead or only programmer in every team and have made things like procedural animation, terrain generation, custom raycast, npc ordering and player based objective spawning. I also made detective style cards for a card game, propaganda style posters for game props and a human player character model. among many other things

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

Email

jonasvalstar@gmail.com

Languages

Dutch (native language)

English (very proficient)

German (a little bit)

Soft skills

Creative

Perfectionist

Proactive

Dedicated

Perseverance

Teamwork

Patience

Stressless

Hard skills

Programming

Photoshop

3D modelling