



JONATHAN MENSCHAERT

Aspiring Gameplay Programmer

EDUCATION

Digital Arts & Entertainment

Howest University of Applied Sciences - Kortrijk

2021 - 2024: Major Game Development
Graduated Magna Cum Laude

Junior Data Scientist

BeCode - Gent

2020 - 2021: Graduated

Electronics-IT

KU Leuven - Gent

2019 - 2020: Transition to Master
Not Graduated

Odisee - Gent

2016-2019: Professional Bachelor
Graduated

Highschool

Don Bosco - Halle

2015-2016: Electricity - Electronics
Graduated

Sint-Catharinacollege - Geraardsbergen

2010-2015: Latin-Maths

SOFT SKILLS

Problem Solving

Team Player

Communication

Critical Thinking

Receiving and giving feedback

CONTACT

 jonathan.menschaert1@telenet.be

 jonathanmenschaert.github.io/Portfolio/

 github.com/JonathanMenschaert

 linkedin.com/in/JonathanMenschaert

EXPERIENCE

Assistant Teacher - Maths

Howest University of Applied Sciences - Kortrijk
2022 - 2 Days

- Led an exercise session to help students with less than 3h of maths understand the basics necessary through various exercises.

Internship & Student Job

OneBonsai - Leuven

2024 - 7 months

- Programming tasks

SKILLS

Languages

Dutch: Native

English: Advanced

French: Basic

Programming Languages

C++, C#, HLSL, HTML, CSS, Java, Python, XAML

Game Engines

Unity, Unreal

Version Control

Github, Perforce

ABOUT ME

I am fascinated by the potential dynamic behaviour of adaptive gameplay, and how it can be implemented to create a better experience for the player. I also like to create small tools to help me make the workflow as smooth as possible.