

# JONATHAN MENSCHAERT

Al Programmer

# **EDUCATION**

#### Digital Arts & Entertainment

Howest University of Applied Sciences - Kortrijk 2021 - Present: Major Game Development

#### 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
Recieving and giving feedback

## **ABOUT ME**

Fascinated by game AI and Machine learning.

I currently live in Geraardsbergen, Belgi Geraardsbergen

# **EXPERIENCE**

#### Assistant Teacher - Maths

Howest University of Applied Sciences - Kortrijk 2022 - 1 Day

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

#### Student Job

Infrabel - Brussel 2022 - 1 Day

• Updating railway data in Excel files

## **SKILLS**

#### Languages

Dutch: Native English: Advanced French: Basic

#### **Programming Languages**

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

### Game Engines

Unity, Unreal

#### **Version Control**

Github, Perforce

## **CONTACT**

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jonathanmenschaert.github.io/Portfolio/



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