



Jonathan Bucher

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- 🔗 [Games Portfolio](#)
- 🔗 [GitHub](#)
- 🔗 [Itch.io](#)
- 🔗 [LinkedIn](#)

Skills

Game Engines

Unity (advanced, years of academic & personal projects)

Godot (intermediate)

Unreal Engine (basic)

Programming

C# (advanced)

C++ (upper-intermediate; DirectX, OpenGL)

HLSL (basic)

C, Python, Java, SQL

Others

Linux, Git, Blender,

LaTeX, Office 365, Inkscape, Krita

Languages

German (native)

English (C1-C2)

Advanced / Near-native proficiency

Master's studies in English

French (B1)

Intermediate

Exchange semester at École

Polytechnique de Montréal, courses in French

Norwegian (A2)

Basic proficiency

Exchange semester at NTNU in Norway

Summary

Junior game programmer and Computer Science M.Sc. student with a strong interest in gameplay systems, engine-level development, and performance-oriented code. Experience includes Unity (C#), C++, and real-time systems. Master's thesis focused on performance optimization using Unity Jobs and Burst, with team-based development experience from university projects and game jams.

Education

Technical University of Munich (Germany) M.Sc. Informatics	Apr 2023 - Jan 2026
Expected Final Grade: 1.6 / 5.0 (1.0 = best)	
Thesis (Unity): Enhancing Performance & Scalability of the SFS Focus: computer graphics (image synthesis, geometry processing), parallel programming, robotics	

École Polytechnique de Montréal (Canada)	Oct 2025 - Dec 2025
Game design, intelligent agents for games, extended reality development	

NTNU Trondheim (Norway) Graphics and Visualization	Jan 2024 - Jun 2024
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Technical University of Munich (Germany) B.Sc. Informatics: Games Engineering	Sep 2019 - Mar 2023
Final Grade: 1.9 / 5.0 (1.0 = best) Thesis (Unity): Formal Gamespaces for Artificial Intelligence in Games Focus: C++, low-level & OS programming, real-time graphics, game physics, interaction systems, game analysis	

Projects

Master Thesis: Enhancing Performance & Scalability of the SFS - Unity

Chunked & parallelized voxel flood-fill using Unity C# Jobs + Burst achieved 71× creation speedup and nearly constant-time runtime queries

Autonomous Drone - C++, ROS

Programmed an autonomous drone in a small team - visual tracking, navigation

Le Ptit Alchimiste (VR) - Unity

VR alchemy game university group project - gameplay & technical systems

Mirror's Egg - Unity

Semestergamejam: sandbox exploration game - gameplay

Experience

Itestra Software Engineering Intern	Oct 2023 - Dec 2023
Munich, Germany	

Data migration from legacy system

Java, PostgreSQL, Elastic Search, Spring Boot

Medigital (Auta Health) Full Stack Developer Intern	May 2023 - Oct 2023
Munich, Germany	

Patient management web app for hospitals

React, Django, TypeScript, Python