Jonathan Bucher

- Montréal, Canada
- +1 579 421 6770
- jb.jonathanbucher@proton.me
- 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 Gameplay Programmer with an M.Sc. in Informatics and a strong focus on gameplay systems, performance-oriented code, and real-time development. Experience includes Unity (C#), C++, and gameplay-focused systems programming. Master's thesis centered on large-scale performance optimization using Unity Jobs and Burst, with hands-on project experience from university work and game jams.

Education

Technical University of Munich (Germany)   Apr 2023 - Jan 2026
M.Sc. Informatics

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)   Jan 2024 - Jun 2024

Graphics and Visualization

Technical University of Munich (Germany)   Sep 2019 - Mar 2023
B.Sc. Informatics: Games Engineering

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 Alchemiste (VR) - Unity

VR alchemy game university group project - gameplay & technical systems

Mirror's Egg - Unity

Semestergamejam: sandbox exploration game - gameplay

Experience

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

Data migration from legacy system

Java, PostgreSQL, Elastic Search, Spring Boot

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

Patient management web app for hospitals

React, Django, TypeScript, Python