

Jonathan Hofslundsengen
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Hired experience:

→ 2021-2024, Consultant System Developer, Knowit AS:

- Developed and maintained Helsepost project for Helsenorge:
 - Processed schema messages and managed XML schemas through a custom scripting language.
 - Ensured fast execution and startup using C# .NET 7.
 - Wrote minimal simple code for ease of modification, resulting in a drastic reduction in code dependency.
 - Used Blazor for configuration front-end.
- Also wrote mobile apps, small game engines, webapps etc.

→ 2020-2021, System-developer, DIPS AS:

- Developed modules for FastTrak using Delphi and C#.
- Created SQL scripts for database management.

→ 2018-2019, Mailman, Posten:

- Delivered mail in Hafslo and Leikanger during the summers.

→ 2016-2017, Receptionist and janitor-assistant, Vesterland Feriepark:

- Experience dealing with two different queues while the phone rings.
- And experience dealing with working hard outside even when it was as hot as Texas or raining like in the Amazons. Learned also how great good colleagues can be!

→ 2015-2017, Mower, Kvålslid Burettslag:

- Cut some grass every now and then.

Solo-dev experience:

→ 2017-2024, Developed “Racingmaybe,” released in early access in 2020 and fully in 2022:

- Created a handmade game engine, including:
 - Network engine supporting LAN via TCP EchoServer/-client and P2P multiplayer via SteamAPI.
 - 3D and 2D graphics engine using OpenGL and Nuklear.
 - Audio engine using OpenAL.
 - Replay engine for strategy reviewing.
 - Custom math library.
 - Controller support.
 - Chatting functionality.
- 45k lines of fast Java code. Switching scenes are instant, and memory usage is minimal.
- Personally created all art assets, music, sound effects, and 3D models.
- Game design is based on maximizing depth, unveiling-ness and stupid fun.
- 100% positive reviews on Steam with 700+ sales.
- <https://store.steampowered.com/app/1261300/Racingmaybe/>

→ 2022-now, Working on a new real-time strategy (RTS) game:

- New handmade 2D game engine written in C++23 using the Vulkan API.

- Fast and simple code inspired by idols such as Casey Muratori and Jonathan Blow.
 - Runs at 1600 FPS in 4K through bundling and instance rendering.
- Exploring and developing ideas like Thingness of game elements and the juice of potentiality/risk in choices.

→ **Currently working on the sequel to “Racingmaybe”:**

- Handmade 3D game engine based on the “Racingmaybe engine” written in Zig using OpenGL.

→ **Xbox engine:**

- 3D game engine in C for the original Xbox using NXDK: <https://jhoffis.github.io/xproj/>
- The plan is to make a Minecraft-like game out of it that runs smoothly.

→ **Participated in multiple game jams, creating solutions using custom and existing engines:**

- LDJAM 47: <https://ldjam.com/events/ludum-dare/47/traderman>
- LDJAM 45: <https://ldjam.com/events/ludum-dare/45/naked-platformer>
- LDJAM 44: <https://github.com/jhoffis/LDJAM2019April>
- A Platformer Engine (C++): <https://jhoffislauda.itch.io/a-platformer-engine>
- Fast path-finder: <https://github.com/jhoffis/pathfinding>

Education

→ 2017-2020, Bachelor’s degree in Information Technology, Western Norway University of Applied Sciences:

- Formal background in shaders, WebGL, lighting, animations, C++ etc.

→ 2014-2017, Specialization in general studies, Sogndal High School.

→ 2015-2017, Electrician, Sogndal High School.

Websites

Homepage:

<https://jhoffis.github.io/>

GitHub:

<https://github.com/jhoffis>

Reference

Leif-Erik Nordbø Former project leader, Knowit AS

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