

# Jonathan van der Heide

Gameplay Programmer

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## Academic History

### BUAS (Breda University of Applied Sciences)

Bachelor of Creative Media and Game Technologies

September 2020 – Present

- Nominated (top 3) for the Dutch Game Awards for the game Duckside of the Moon.

## Projects

### School Projects

- The Archipelago Promise  
2022-2023 | UE5 | 22 people | 1 year
  - Doing CPU and GPU profiling.
  - Developed the saving and loading system.
- Duckside of the Moon  
2022 | UE4 | 22 people | 8 weeks
  - Developed the complete tutorial including the quest system.
  - Doing CPU and GPU profiling.
- Eribon  
2022 | Custom | 7 people | 8 weeks
  - Programmed the UI system from scratch, including tools for UI.
  - Programmed the input system.

### Personal Projects

- Neural Network  
2022 | Custom | Solo | 4 weeks
  - Developed a neural network that detects handwritten numbers with a result of 86.1% accuracy.
- Sandbox  
2022 | Custom | Solo | 1 week
  - Developed a cellular automata game with 2+ million pixels (1920 \* 1080).
- Night in the museum  
2022 | UE5 | Solo | 1 week
  - Developed a game using Chaos Destructible, to make every object breakable.

## Skills

- Proficiency in C++ and the Unreal Engine
- Stress resilient
- Working in teams of over 20 people
- Great problem-solving skills
- Rapid iterative prototyping
- CPU and GPU optimizations
- Maintained project repositories using GitHub and Perforce

## About Me

As an enthusiastic gameplay programmer, I am known for my passion for creating games that others can enjoy. With a strong knowledge of C++ and the Unreal Engine, I am eager to start working for an internship at an actual company.