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 – July 2024 (planning)
- Looking for an internship from February until July 2024.

Projects

School Projects & Internship
- Unannounced (Team6 Game Studios)
  2023 | UE5 & C++| 13 people | 20 weeks
  - Developed two different AI's from scratch in C++.
  - (More to come)
- 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.

Personal Projects
- Lego Database
  2023 | Custom | Solo | 4 weeks
  - Developed a search algorithm to search the Lego database.
  - Display images of Lego bricks.
- 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).

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, Perforce, and SVN

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 at an actual company during an internship from February until July 2024.