



JONAH RUTTEN

GAME PROGRAMMER

INTRODUCTION

A game programmer who really likes to collaborate with a team to create something awesome and is eager to learn new things in the process! Developed a diverse set of programming skills and game development experiences while working in teams with multiple variations. Interested in writing gameplay systems and writing tools with a focus on clean, optimized and readable code.

PROFESSIONAL SKILLS

Proficient with C++ and C#
Gameplay and tools programming
Experience with Lua and Python
Targeted multiple platforms
Released a game
Great team player
Precise and reliable
Eager to learn
Stress resistant

PERSONAL DETAILS

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LANGUAGES

Dutch - Native
English - Fluent
German - Elementary

MY INTERESTS

Doing things with friends
Learning about new, interesting topics
Playing games
Traveling
Watching movies/series

ACADEMIC BACKGROUND

BREDA UNIVERSITY OF APPLIED SCIENCES (2017-PRESENT)

Bachelor of Applied Sciences - Breda, Netherlands
Planned graduation in 2021

RAAYLAND COLLEGE (2013-2017)

Higher General Secondary Education - Venray, Netherlands
Graduated

PROJECTS

REPTOADS/TOMORROWENGINE (WINDOWS & PS4)

Online player versus player card game with custom engine.
2018-2019, 24 people

My biggest contributions:

- A balancing tool for the cards and other gameplay systems using an utility based AI
- Movement systems and other gameplay visualization logic
- Other minor tools and gameplay logic

EXHIBITED (WINDOWS & PS4)

Single player stealth game using Unreal Engine 4
2019-2020, 33 people

My biggest contributions:

- Heat map that tracks gameplay statistics like player movement and gadget usage
- AI debugging tools
- Gadget system and 3 different gadgets

TECH SKILLS

C++
4 years

C#
2 years

Visual Studio
5 years

Unreal Engine
3 years

Perforce
4 years

Git
2 years

Atlassian Jira
2 years

Unity
2 years