JONATHAN MENSCHAERT

Aspiring Gameplay Programmer

EDUCATION

Digital Arts & Entertainment
Howest University of Applied Sciences - Kortrijk
2021 - 2024: Major Game Development
Graduated Magna Cum Laude

Junior Data Scientist
BeCode - Gent
2020 - 2021: Graduated

Electronics-IT
KU Leuven - Gent
2019 - 2020: Transition to Master
Not Graduated

Odisee - Gent
2016-2019: Professional Bachelor
Graduated

Highschool
Don Bosco - Halle
2015-2016: Electricity - Electronics
Graduated
Sint-Catharinacollege - Geraardsbergen
2010-2015: Latin-Maths

SOFT SKILLS

Problem Solving

Team Player

Communication

Critical Thinking

Recieving and giving feedback

CONTACT

✉ jonathan.menschaert1@telenet.be

🌐 jonathanmenschaert.github.io/Portfolio/

🐙 github.com/JonathanMenschaert

in linkedin.com/in/JonathanMenschaert

EXPERIENCE

Assistant Teacher - Maths
Howest University of Applied Sciences - Kortrijk
2022 - 2 Days
- Led an exercise session to help students with less than 3h of maths understand the basics necessary through various exercises.

Internship & Student Job
OneBonsai - Leuven
2024 - 7 months
- Programming tasks

SKILLS

Languages
Dutch: Native
English: Advanced
French: Basic

Programming Languages
C++, C#, HLSL, HTML, CSS, Java, Python

Game Engines
Unity, Unreal

Version Control
Github, Perforce

ABOUT ME

I am fascinated by the potential dynamic behaviour of adaptive gameplay, and how it can be implemented to create a better experience for the player.

I currently live in Geraardsbergen, Belgium