

JONAS KRANTZ

PROGRAMMER

krantzdev.com



SKILLS

C++



C#



Unity



Comfortable with JavaScript, Dear ImGui, rapidjson, Unity, Blender, Visual Studio, perforce, CSS, HTML, Python, paint.net

Basic experience with industri-standard programs like Autodesk Maya, Photoshop, 3D Studio Max

Native swedish speaker, very comfortable with english.

Recieved a stipend for outstanding high school thesis work

REFERENCE

Maria Hjorth

VD Nox Academy
Telephone: +46706316093

EDUCATION

The Game Assembly Malmö

Programming
2019-2021



- Group work, creating 8 games of different caliber, from planning to polish to release.
- Worked on many different aspects of programming, like graphics, tools, gameplay, and optimization.

NTI Gymnasiet Stockholm

Software Development
2016-2019



WORK EXPERIENCE

Nox Academy

Programming instructor
2018 - currently (weekends & breaks)



- Instructor in programming and game development where I teach youths from age 12 to 16

Musikania

Singer
Summer 2018



ABOUT ME

At my core, I like to become engrossed in what I do, and I enjoy getting to understand the world. I love learning new things, and I pick up new ideas quickly and experiment. Since 2016 I've made a lot of games, and I've discovered through that that I truly enjoy every single part of game development, be that graphics, animation, or design. I often participate in game jams like Ludum Dare. During my time at TGA I've worked a lot on group work, and it's the best thing I've ever done. I believe that you can achieve the best results working in a group

七転び八起き。

Fall down seven times, stand up eight.

I believe in fail faster, that you learn the best from your mistakes, and I always look to learn as much as possible from every step I take. I prefer quick iteration times and finding solutions swiftly and thinking about ways they don't work, and then iterating and making them as good as can be.