

Johan Holthausen

Gameplay/AI Programmer

Amundsenstraat 34
5665 VT Geldrop
The Netherlands
+316-82322812
jaawholt@gmail.com
johanholthausen.com

Objective

Create fun and unforgettable games with a team that promotes creative thinking and hard work.

Education

NHTV Breda University of Applied sciences International game architecture and design (igad)

- **Bachelor of Science**, 2014 – current
 - Generalist programming with focus on Gameplay, AI and Leading.

Skills

Engines

- Unreal 4 (**intermediate**)
 - C++, blueprints, Gameplay/AI systems
- Unity 5 (**intermediate**)
 - C#, tools, networking, UI/2D, animation, gameplay
- Amazon lumberyard beta 1.5 (**basic**)
 - Flow graphs, Lua, C++, entity component system

Versioning systems:

- Tortoise SVN
- Perforce P4V
- GitHub

Programming languages

- Intermediate:
 - C++ , C#
- Beginner
 - Lua
 - Java
 - JavaScript
 - MySQL
 - XML
 - HTML

Language

- English (fluent)
- Dutch (native)

Experience

Team projects

Dreampunks - 2017

AI programmer

- **Einar (Ps3)**
 - A 3rd person combat game set in a Viking theme

Ray tracer - 2016

(Graphics) programmer

- **Ray tracer (PC)**
 - A ray tracer, build within 2 weeks by a group of 3 students during a masterclass.

TimeToDuel /NHTV - 2016

Generalist programmer / Tech Lead

- **Guilds of Gwenethan (Samsung GearVR)**
 - A 2 player Augmented reality card game made for the GearVR.

The Leftovers/NHTV - 2015

Generalist programmer

- **Neppis Duel racing** (Android tablet)
 - A game based on the outdoor sandbox game, Neppis. In this game 2 players compete against each other on a single tablet, in a turned based race to be the first to reach the finish.

Boinc /NHTV - 2015

Generalist programmer / Tech Lead

- **Crashtastrophe**(PC, IOS, Android)
 - A fast paced game where you take control of a bumper car with the goal of reaching the end of the level through obstacle avoidance and bouncing the right angles.

Personal Projects

SpAI (Unreal engine) - 2016

- A custom navigation system in unreal for spider movement.

Galaxians (PC) - 2014

- A recreation of the old-school sci-fi shooter: Galaxians.

R-Type (PC) - 2014

- A recreation of the old-school sci-fi shooter: R-type.

Micro machines (PC) - 2014

- A recreation of the old-school racing game Micro machines.

Achievements/Recognition

Games

- **Crashtastrophe** NHTV – Best game design Y1 block C&D, NHTV – Best game Y1 block C&D
- **Neppis Duel Racing** Selected by ARM as a showpiece at GDC 2016
- **Guilds of Gwenethan** Selected by NHTV as show piece to present in front of Samsung
- **Ray tracer** Best of the class

Misc

- Created a study course for Fontys Eindhoven, ICT 2012
- Class representative, 2014 - current

Industry events

BAPC 2013 ([Benelux Algorithm Programming Contest](#))

NWERC 2013 ([Northwestern European Regional Contest](#))

Global gamejam 2017

Grads in game - Rising Star 2017 ([Competition page](#))

Brains Eden 2017 ([Competition page](#))

References

Dr. Mata Haggis

Professor of Creative and Entertainment

Games

NHTV Breda University of Applied Sciences

haggis.m@nhtv.nl