

# Johan Holthausen

## Gameplay/AI Programmer

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### Objective.

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

### Education.

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

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

#### Frontier Developments.

- **Internship**, 2017 – current.
  - AI programming.

### Skills.

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#### 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.
  - MySQL.
  - XML.

#### Language

- English ( fluent ).
- Dutch ( native ).

### Experience.

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#### Team projects.

##### Frontier Developments - Ongoing.

- **Unannounced project.**

**AI systems programmer.**

##### Frontier Developments - Ongoing

- **Jurassic world Evolution** (PC,Xbox one,Ps4)
  - A business simulation video game based on the Jurassic world movie.

**(Environmental) AI programmer.**

##### Dreampunks - 2016.

- **Einar** (PC)
  - A 3<sup>rd</sup> person combat game set in a Viking theme.

**AI programmer.**

##### Ray tracer - 2016.

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

**(Graphics) programmer.**

TimeToDuel /NHTV – 2016.

General programmer / Tech Lead.

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

The Leftovers/NHTV – 2015.

General 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.

General 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 like 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.

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#### Games

- **Einar** Presented at the Epic Games booth at Indigo 2017, NHTV gamelab '17 audience award.
- **Ray tracer** Best of the class.
- **Guilds of Gwenethan** Selected by NHTV as showpiece to present in front of Samsung.
- **Neppis Duel Racing** Selected by ARM as a showpiece at GDC 2016.
- **Crashtastrophe** NHTV – Best game design Y1 block C&D, NHTV – Best game Y1 block C&D.

#### Misc

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

### Industry events

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

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

Global gamejam 2017 ([Competition page](#)).

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

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

### References

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