

# Johan Holthausen

All/Gameplay (systems) 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 – 2018.
  - Programming with focus on Gameplay and AI.

### Frontier Developments.

- **Internship**, 2017 – 2018.
  - 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.**

Graduate core programmer.

#### Frontier Developments – 2018 - ongoing

- Planet zoo (PC)**
  - An construction and management simulation game

Graduate core programmer.

#### Frontier Developments – 2017 - ongoing

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

Intern core programmer.

#### Dreampunks - 2016.

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

AI programmer.

### Raytracer - 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.

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.

## Industry events

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**Brains Eden** 2017, 2018 , 2019 ([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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Owen Mc Carthy

Principal Programmer Frontier Developments

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