

Jahvairo Monkau

Citizenship: The Netherlands
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Profile

Game Developer with experience in Unity (3+ years) and Unreal Engine (2 years). Skilled in C# for gameplay systems, tools and interactive prototypes. Experienced with digital twins, visualization, and small game projects. Available for freelance or collaborative opportunities.

Experience

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| PRESENT | Veldboom Studios, Amsterdam |
| JUN 2023 | <i>Freelance Game Developer (collaborator)</i> <ul style="list-style-type: none">- Developed prototypes such as Godspeed and The Ensemble.- Provided technical and event support- Assisted with website and internal game development tasks. |
| FEB 2025 | Veldboom Studios B.V., Amsterdam |
| SEP 2024 | <i>Game Developer Intern</i> <ul style="list-style-type: none">- Built Digital Twins with ArchViz systems and 3D Scanning in Unreal Engine.- Integrated a Shopify API with real-time product variant selection.- Created a Player Profile System for data management and progression. |
| JUL 2024 | Aspekt advertising agency, Loznica Serbia |
| FEB 2024 | <i>Software Developer Intern</i> <ul style="list-style-type: none">- Collaborated with local schools and organizations on digital products.- Contributed to meetings, presentations and prototype development. |
| FEB 2024 | NeoN Origins, Purmerend / Amsterdam |
| FEB 2023 | <i>Unity Game Developer</i> <ul style="list-style-type: none">- Contributed to enemy AI, creating the first ground-based enemy in Operation Starfall.- Converted the existing stamina system into a shader-driven version.- Explored rendering and post-processing during the elective Verdieping Software.- Worked three days per week in a hybrid studio using Agile / Scrum workflows. |
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Education

2025 – Present	Hogeschool voor de Kunsten Utrecht (CMGT, BSc)
2021 – 2025	Mediacollege Amsterdam, MBO-4 Software Development

Languages & Computer Skills

Dutch & English – spoken and written
C# (.NET, Unity)
Unreal Engine (Blueprints & C++)
Godot Engine (GDScript)
OpenGL Shading Language (GLSL)
High-Level Shader Language (HLSL)
Git version control, Adobe tools

Interests

Hip-Hop culture, Manga, and niche art forms with more depth than meets the eye.