

Jahvairo Monkau

Citizenship:	The Netherlands
Date of Birth:	05-10-2005
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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

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.

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.