

Name	Jahvairo Monkau
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Profile

Flexible and eager Software Developer with a focus on **Game Development** and a keen eye for detail. Approximately 4 years of experience with Unity and 2 years with Unreal Engine. Solid foundation in **C#** for games, interactive systems and small applications. Hands-on experience developing prototypes, digital twins and game mechanics. Available for freelance or remote opportunities alongside my studies.

Work Experience

- JUN 2023 – Present** **Veldboom Studios, Amsterdam**
Role: Freelance Game Developer
Tasks: Developing prototypes such as Godspeed, providing technical support at events (including VR support), and creating architectural visualizations like The Ensemble for external clients. Also worked on website and game development tasks.
- NOV 2024 – MAY 2025** **Compass Group Nederland Holding B.V., Amsterdam**
Role: BOH, FOH, Baker & Runner
Description: Performed various hospitality tasks, including serving soft drinks, tapping beer, operating the cash register, and preparing snacks. Also worked as a runner, supplying drinks during events and matches.
- SEPT 2024 – FEB 2025** **Veldboom Studios B.V., Amsterdam**
Role: Game Developer Intern
Tasks: Developed a Digital Twin of TEM, including ArchViz systems, 3D scanning, and environmental design in Unreal Engine. Contributed to a Shopify API integration with real-time product variant selection and UI implementation. Also set up a Player Profile System for managing players' progress and game data.
- FEB 2024 – JUL 2024** **Aspekt advertising agency, Loznica Serbia**
Role: Software Developer Intern
Description: Actively participated in collaborations with local schools and organizations, including meetings and presentations. Besides the main internship project, I focused on improving both my soft and hard skills to further strengthen my portfolio and expand my network.
- AUG 2022 – FEB 2024** **Albert Heijn B.V., Amsterdam**
Role: Stock Clerk / Markdown Clerk
Description: Responsible for restocking fresh and shelf-stable products according to the FIFO principle and marking down short shelf-life items. Also ensured the removal of defective or expired products from the shelves.

Education & Degrees

2025 – Present	Bachelor of Science: Creative Media and Game Technologies - HKU
2021 – 2025	Mediacollege Amsterdam, Software Development, MBO-4 (Graduated)
2020 – 2021	Over-Y College, VMBO-T (Diploma obtained)
2018 – 2020	Compaen, VMBO-T, Economics Profile
2017 – 2018	Zaanlands Lyceum, HAVO

Languages & Computer Skills

Dutch & English – spoken and written
Ms Office (Word, PowerPoint)
Adobe (Photoshop, Lightroom)
C#
High-Level Shader Language (HLSL)

Interests

Music, Anime, Sneakers, Hip-Hop & Manga