

Jan Luca Metz

Game Developer

theholyfurry@gmail.com | Hannover, Germany | [Portfolio](#)

Summary

Unity & C# developer with hands-on experience shipping games independently on Steam and Itch.io. Specialized in gameplay programming with a focus on game feel and player-rewarding mechanics. Experienced across the full production pipeline from system design and iterative prototyping to level design, art creation and publishing. Proven ability to scope, build and deliver complete projects solo and under time limits.

Education

Bachelor of Science (Hons) Games Programming

09/2023 – 09/2025 - University of Hertfordshire

German High School Diploma (Abitur)

09/2014 – 06/2023 - IGS Langenhagen

Experience & Projects

Independent Game Developer

06/2022 – Present - TheHolyFurry

Sokowand - Solo-developed Sokoban puzzle game – Published on [Steam](#) and [Itch.io](#)

- Designed multi-layered puzzle mechanics featuring buttons, lasers, mirrors and electrical circuits across 45 levels of rising complexity.
- Developed a dynamic floor-ripping system, allowing individual tiles to combine, split, and be repositioned, via physics-based validation.
- Implemented custom Unity editor tools for quick and iterative level building.
- Managed full publishing pipelines independently from build, store page, to post-launch maintenance.

VoidHue - Upcoming color-mixing puzzle game – Publishing on [Steam](#)

- Designed complex light and color-mixing puzzle mechanics with a unique 2D light-spreading system, allowing unique puzzles with pushable lamps, reflecting glass, laser-towers and light-blocking smoke.
- Implemented color-blending rules that reward precise sequencing, turning coloring objects into a permanent decision that influences every subsequent move.
- Built intuitive colorblind accessibility support and a hint system, ensuring that the game remains approachable for everyone without compromising its puzzle depth.

Hikos Dream - 3D Action-platformer with precision combat mechanics – Published on [Itch.io](#)

- Developed complex enemy state machines with dynamic attack patterns that adapt to player behavior.
- Implemented a precision parry mechanic with tight input timing, rewarding players who study and memorize enemy attack patterns.
- Designed a progressive ability system that deepens movement, exploration and combat options across multiple sections.

Time Back Café - Secret Santa Game Jam 2023 – Delivered and published in 3 weeks on [Itch.io](#)

- Programmed and shipped a complete cooking simulator under a three-week deadline, demonstrating rapid scoping and delivery.
- Built a flexible text-input system supporting 15+ commands and 30+ ingredients using ScriptableObjects to keep recipes modular and fast to implement and iterate.
- Shipped with 4 restaurants, an endless mode and a Quality-of-Life system that reinterprets player-made typos as valid commands.

Additional projects available at <https://theholyfurry.framer.website/>

Skills

Unity Engine · C# · C++ · Game Design · Level Design · Version Control · Puzzle Design · GitHub · ScriptableObjects · GDD Writing · QA Test Case Design · Asset Creation · Blender · Aseprite · 2D Pixel Art · Adobe Creative Suite · Audacity · Time Management · Creativity · Adaptability · Communication

Languages

English – C1

German – C2 (Native)