



# Mathias Schifter

## Game Programmer

### EDUCATION

**MSc. In Games Technology** – IT University of Copenhagen

AUGUST 2020 – JUNE 2022

I focus my studies on developing my technical skills, such as building an ECS based game engine or diving into game algorithms and applying them to prototypes. Additionally, I have had the chance to prototype, jam and work on projects of different sizes with creative people from diverse backgrounds.

**BSc. In Software Development** – IT University of Copenhagen

GRADUATED JUNE 2020

My bachelor at ITU taught me how to design and develop software systems that meet identified needs in collaboration with other students. I also got an introduction into several fields of computer science such as machine learning, computer vision, networking, databases, system architecture, raytracing, testing and more.

### CONTACT INFORMATION



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Copenhagen, Denmark

### SKILLS

#### Programming

C#, C++, Java, Python and more

#### Languages

English, Danish

#### Tools

Unity, FMOD, Git, Plastic SCM, Jira, Visual Studio, Blender, GIMP, Aseprite and more

### VOLUNTEER WORK

#### Scout Leader - DDS

OCTOBER 2019 – CURRENT

I teach a group of 12-16 y/o scouts. We try to create an inclusive welcoming environment for kids to be social and grow while learning to lead each other and enjoy/respect nature.

### WORK EXPERIENCE

#### Programmer – ThroughLine Games (Part-time)

JANUARY 2022 – JUNE 2022

Continuing the project, I have been able to refine and expand upon implementations and designs. Having fun by diving deep into traditional AI.

#### Company Collaboration - ThroughLine Games

AUGUST 2021 – DECEMBER 2021

During the project I had the opportunity to work with both board game design and implementing strong AI.

Mini-game design and AI programming/optimization.

#### Quality Assurance Tester - Hutlihut Games

NOVEMBER 2019 – AUGUST 2020

I worked 20-30h a week as a QA on an unannounced first-person co-op space game for 10 months in close collaboration with a team of developers. Finding and managing bugs through Jira while providing feedback. Working within a development pipeline, taking part in daily standup and helping the team deliver stable builds.