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 thought 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. My bachelor thesis was on logging player perceived difficulty.

WORK EXPERIENCE

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 as well as providing gameplay feedback by playing the game in the editor. From that, I got experience working within a development pipeline, taking part in daily standup meetings and helping the team deliver stable builds.

Internship – ThroughLine Games

August 2021 – December 2021

Mini-game design and AI programming/optimization.

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.

CONTACT INFORMATION

Portfolio: m-schifter.com

Email: scmo@itu.dk

Linkedin.com/in/scmo/

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Copenhagen, Denmark

SKILLS

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

Languages
English, Danish

Tools
Unity, FMOD, Git, Jira, Visual Studio, Blender, GIMP and more

INTERESTS

I enjoy the creative and technical process of creating games.

I love working with interesting people from different backgrounds.

I'm fascinated with experimental mechanics and expression.