



# Mathias Schifter

## Game Programmer

### EDUCATION

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

AUGUST 2020 – JUNE 2022

I spent my time getting practical with game projects, experimental with weird mechanics and diving deep into funky algorithms.

Working in the interplay between programming and design gave me a unique opportunity to understand the experiences I develop.

**Internship** - ThroughLine Games

AUGUST 2021 – DECEMBER 2021

During the project I had the opportunity to radically redesign a board game after which I implemented a strong AI to play against the player. Working within the project codebase.

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

GRADUATED JUNE 2020

I studied the foundations of computer science, software architecture and development in teams. Writing my thesis on playtesting and data logging to measure player perceived difficulty.

### WORK EXPERIENCE

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

JANUARY 2022 – JUNE 2022

Continuing the project, I was able to increase the search depth of the AI by optimizing the algorithm further while also implementing varied playstyles and difficulty adjustment. Additionally, the rules of the game were continuously iterated upon.

**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. 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.

### CONTACT INFORMATION



[schifter.dev](https://schifter.dev)



[twitter.com/m\\_schifter](https://twitter.com/m_schifter)



[Linkedin.com/in/scmo](https://linkedin.com/in/scmo)



[mathias@schifter.dev](mailto:mathias@schifter.dev)



(+45) 50 52 66 61



Copenhagen, Denmark

### SKILLS

#### Programming

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

#### Languages

English, Danish

#### Tools

Unity, FMOD, Git, Plastic SCM, Jira, Visual Studio, Steamworks, Itch, 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.

