Text

## About:

What do I do?  
I am mainly a programmer with a love for design, aesthetics and performance. I have worked on various types of projects with different technologies.  
Some include:

* C# (WPF, UWP, ASP.NET, .Net Core (API, Websites), Unity (Monobehavior), Generics)
* 3D Modelling
* Websites (CSS, HTML, PHP, Javascript, Typescript, JQuery, SQL)
* Games (Unity, Gamemaker)
* IoT (Python)

### Personality

I pride myself on being reliable and team oriented, I work well alone, but enjoy the comradery and the energy, that can only be experienced when the work of multiple people come together and create something new.

### Work ethic

I am comfortable with a leadership role as well, organizing and making sure communication is efficient and clear is something I would put as one of my first priorities for making a project run successfully with the least amount of hassle necessary.

### Ambition

I would say that my professional goal for the moment being, is to get continuously better at working within a team setting.

## Projects

### Roskilde Mesterskaberne (Roskilde (city), Championships) nominations

These projects were made as part of a yearly schoolwide completion

#### Fan Informational Website:

This was a website I made with a group as first year students which was praised to have second year functionality and thus yielded us a nomination.

#### Unity Runner Game

This project was my first time using the game engine Unity, it was a fully interactive game with end states and was beatable. It has original art and music.

### Third Semester Exam Project