Mads Engberg

A software developer and game maker with strong skills in Unity and a keen eye for design. I especially love working in the intersection between technology and design; tool development, gameplay programming, game feel, UX and QA.

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Portfolio:
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EXPERIENCE

Spilværk, Copenhagen — *Unity developer, freelance*

January 2020 - November 2020

I was designer and lead developer on "EduTrition" an educational game for the UN. I also worked on "Piximakey". I worked on software architecture, multiplayer networking, utilising GPS data and juicy UI implementation.

Audacity Interactive, Copenhagen — *Unity developer, freelance*

December 2020 - December 2020

I worked on children's educational game "Ny i musikken". I was hired to develop three mini-games in two weeks. I worked on gameplay programming and design.

Audacity Interactive, Copenhagen — *Unity developer, intern*

February 2019 - January 2020

I worked on the game "Scarlet Republics" leading up to its vertical slice. I was sole responsible for AI design and development, UX and playtesting.

PROJECTS

The game feel of melee attacks in 2D games — *Thesis project*

January 2019 - September 2019

My thesis project consisted of high-detail reconstruction and analysis of great-feeling melee attacks in 2D games. I also developed a tool for replicating these and playing around with their parameters.

Organiser of game jam events — *Volunteer work*

I have organised several large events with 100+ attendees.

My experience includes:
Regional organiser of Scandinavia for Global Game Jam 2020.
Organiser and board member of Nordic Game Jam 2021.
Lead organiser of Level One Jam 2018 - 2020.

EDUCATION

M.Sc in Games,
IT University of Copenhagen.
Sep 2017 - Sep 2019.

B.Sc in Software Development,
Danish Technical University.
Sep 2014 - July 2017.

OTHER EXPERIENCE

QA + localisation QA, for game "Mutazione" developed by Die Gute Fabrik.

Teacher, week-long workshop in Unity development for beginners.

Teaching assistant, ITU. Making Games.

Teaching assistant, DTU. Software development.

SKILLS

Unity, C#, C++, Open GL, GLSL, Java, JavaScript.

Game feel, prototyping, UX.

AI, data-driven design, data-mining and algorithms.

University level maths and statistics.

Event planning, teaching and public speaking.