



## Mads Engberg

Email: mads.engberg@hotmail.com

Phone: +45 51 72 19 33

Residence: Copenhagen, Denmark

I've been developing games and organizing game jams for more than two years now and I am thoroughly in love with both.

I am both a programmer and designer, but I especially adore the part of game development that lies on the intersection between those two; the place where user experience, gameplay and game feel lives. As such I am great at gameplay programming and at facilitating communication between game designers and programmers.

---

### Skills

---

Core programming skills: C++, C#, Unity3D, GLSL

Core design skills: Game feel, Gameplay, UX, Level design

---

### Portfolio

---

<https://dantesgearbox.github.io/>

---

### Education

---

**M.Sc in Games at IT-University of Copenhagen**

August 2017 - PRESENT, ITU

**B.Sc in Software Technology at Danish Technical University**

August 2014 - July 2017, DTU

---

### Experience & Projects

---

**Intern at Audacity Studios** working on enemy behavior design and implementation in strategy RPG "Scarlet Republics".

February 2019 - June 2019

**Writing "The game feel of melee attacks in 2D games", Master Thesis.** Describing and copying the effects used to get great game feel in 2D action games.

February 2019 - June 2019

**Teaching Assistant at IT University of Copenhagen** in course "Making Games" under Martin Pichlmair.

August 2018 - December 2018, ITU

**Voluntary Work / Site Organiser** for a Global Game Jam site in Copenhagen.

November 2018 - January 2019, ITU

**Voluntary Work / Main Organiser** for Level One: Jam! A yearly game jam at the IT University of Copenhagen.

December 2017 - Present, ITU