



## Mads Engberg

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Residence: Copenhagen

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

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

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### Skills

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

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

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### Portfolio

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

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### Education

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**M.Sc in Games Technology** / IT-University of Copenhagen

August 2017 - PRESENT, ITU

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

August 2014 - July 2017, DTU

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### Experience & Projects

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

August 2018 - December 2018, ITU

**Voluntary Work / Organiser** for Level One: Jam! A yearly game jam at ITU.

December 2017 - Present, ITU

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

November 2018 - Present, ITU

**Teaching Assistant / Danish Technical University** in course "Introduction to Software Technology, 02121" under Carsten Witt.

September 2015 - January 2016, DTU Compute

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### Personal

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I am a patient and diplomatic person by nature, but that won't stop me from beating you in Rocket League with one hand behind my back!