



**Simon Schlichtkrull Andersen**  
Frontend Developer (upcoming)

Portfolio

simombo@gmail.com  
+45 60 80 33 12

# CV

## About me

Academic and board game designer gone digital.

I am looking for a 10 week internship for my 4<sup>th</sup> semester of Multimedia Design, hoping to learn more about the frontend development business and find the right path for me.

I love coding and I like to make things look nice. I am thorough and systematic and great at coming up with ideas.

While new to Frontend, my experience from different lines of work, from both the private and public sector, as well as my knowledge of people and organizations, might come in handy in a lot of situations.

## Skills

- **Coding (JS and React)**
- **Graphic Design**
- **Layout / UI**
- **UX**
- **User Research**

- **Project Management**
- **Writing**
- **Board Game Design**
- **Facilitator**

## Toolbox

- Javascript
- React (currently learning)
- HTML
- CSS / SASS
- Photoshop
- Illustrator
- Affinity Designer
- Audition
- Xd
- Figma

## Experience

### OK Helenes Minde

2019 / present

Part-time evening shifts at a residence for the mentally ill, financing my studies.

### Gametools Learning ApS

2016

Analogue learning game design and concept development.

### Brit & Andersen Forumspil

2013 / 2015

Facilitator of interactive learning theater and role play.

### Roskilde University

2012 / present

Part-time lecturer on board game design and prototyping at HumTek department.

### Game Changers

2011 / 2012

Project Manager and fundraiser. Developing game-based learning tools for production companies. Involving professors from Cph Business School, 4 major companies and numerous creatives.

### Simon Says (own company)

2010 / present

Freelance board game designer and lecturer on board games, gamification and game culture.

### Engage People ApS

2009 / 2010

Assistant HR consultant. Teaching, workshops, organizational theory, games. Workers in hotel and cleaning industry as main target group.

### Copenhagen Municipality

2009

Communication worker. Writing for web and print. Creating and implementing communication strategies.

### Zentropa Interaction (now Workz)

2006 / 2007

Intern and freelancer. Designer and writer on a digital learning game about genocide and other ad hoc projects.

## Education

### Multimedia Design

2020 / present

Copenhagen School of Design and Technology (KEA)

### Coaching in Organizations

2010

Campus Vejle

### Project Management

2008

Niels Brock, Copenhagen

Master of Arts – Danish Language and Literature and Modern Culture Studies

2008

Copenhagen University