

Frans Peter Larsen

A versatile developer with +5 years experience of Unity. A broad skillset and a passion for quality of life.

Natural active listener and care for open spaces where people feel welcome.



Personal Info

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<https://www.linkedin.com/in/jalict/>

Languages

Danish	Native
English	Fluent

Technology & Tools

Unity	Advanced
Git	Advanced
Perforce	Fundamentals
AWS	Intermediate
GCP	Intermediate

Experience

1 year

Software Programmer, [MeetinVR](#)

Apr. 2020
present

Unity & Full-Stack Web development of "MeetinVR", a VR meeting application made in Unity.

4 months

Game Programmer, [Lulu Lab](#)

Jan. 2020
Apr. 2020

Developer and designer for childrens education game "The Dilemma Game" made in Unity. Took part in releasing the game on Google Play Store.

4 months

Game Programmer, [Invisible Walls](#)

Aug. 2018
Nov. 2018

Implementing and designing of new gameplay mechanics for their upcoming multiplayer title, "First Class Trouble", made in Unreal Engine.

1 month

Unity Developer, [Umwelt](#)

Aug. 2018
Sep. 2018

Implementation of touch-screen based application and interface made in Unity used by MÆRSK Drilling for conferences.

Education

Sep. 2017
Aug. 2019

MSc. Games Technology, [IT University](#)

9 Game Prototypes (5 months), 1 Game Project (5 months) courses for Game Culture, Data Mining and Statistics for Game Design. Game Engine- and Graphics Programming.

Sep. 2013
Jan. 2017

BSc. Medialogy, [Aalborg University](#)

Focus on Human-Computer Interaction. Hands on experience with Virtual Reality, Rendering Techniques, Network Coding, User Experience and Prototyping.

Volunteering

Sep. 2020
Present

Organiser, [Nordic Game Jam](#)

Part of main organiser team. Focus on Marketing, Communication & Social Media.

Feb. 2018
Present

Organiser, [Level One: Jam!](#)

Part of main organiser team for IT University's first self-hosted Game Jam, Level One: Jam! Mainly planning, marketing and graphics.