

Frans Peter Larsen

Team Driven | Proactive | Experimental

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Profile

I am a multidisciplinary team worker with a lot of passion for communication, learning and curiosity. I love taking responsibility and making sure that requirements are met.

Languages

Danish	Native
English	Fluent

Software

Unity	Confident
Unreal Engine	Limited Experience
Blender	Confident
Git	Confident
Perforce	Limited Experience
Adobe CC	Confident

Programming

C#	Confident
C++	Confident
Java	Confident
OpenGL	Limited Experience
Python	Limited Experience
Javascript	Limited Experience
SQL	Confident
HTML/CSS	Confident

Experience

- Aug. 2018 - **Gameplay Programmer, Invisible Walls, Copenhagen S**
Nov. 2018 Implementation and designing of new gameplay mechanics for their upcoming multiplayer title, "First Class Trouble", made in Unreal Engine.
- Aug. 2018 - **Unity Developer, Umwelt, Copenhagen S**
Sep. 2018 Development and shipping of new touch-screen based interface in Unity together with a client. Product was shipped at a conference at the end of the month.
- Jan. 2015 - **IT Manager, Øresundskollegiet, Copenhagen S**
Present Consulting and IT Infrastructure for the Nordics biggest dormitory. System architecture, In-house Media Solutions, Maintenance and Networking.

Education

- Sep. 2017 - **MSc. Games Technology, IT University, Copenhagen S**
Aug. 2019 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 - **BSc. Medialogy, Aalborg University, Copenhagen**
Jan. 2017 Heavy focus on Human-Computer Interaction. Hands on experience with Virtual Reality, Multiplayer, Microcontrollers/Arduino programming and User Experience.
- 2012 - **BSc. IT & Communicationstechnology, Technical University of Denmark, Lyngby (unfinished)**
2013 Software Engineering with focus on Network Technologies. Fundamental Algorithm and Data structures courses together with Mathematics and Physics.

Volunteering

- Feb. 2018 - **Level One: Jam!, IT University, Copenhagen S**
Present Organiser of IT University's first self-hosted Game Jam, Level One: Jam! Mainly planning, marketing and graphics.
- Jan. 2016 - **Consulting & Volunteer, Øresundskollegiet, Copenhagen S**
Present Short-term and Long-term planning and scaling of the nordic biggest dormitory. Event organising, marketing and technical consulting.