Frans Peter Larsen

A versatile developer with +5 years experience with 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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Portfolio
https://jalict.com/

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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

8 months Sep. 2020 Present	**Organiser, Nordic Game Jam** Part of main organiser team. Focus on Marketing, Communication & Social Media.
2 years Feb. 2018 Aug. 2020	**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.