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Kasper Juul – CV

M.Sc. in Digital Media Engineering

I recently finished my Master's degree in Digital Media Engineering from DTU February 2020, where my focus has been on game- and software development, along with Artificial Intelligence and Algorithm design.

I will be able to contribute with either full-stack, backend or frontend development, and though my studies I have experience in working in both small and big teams.

The main part of my experience is drawn from project during my studies, supplemented with my current work as a consultant, and former job as a sales associate.

Core competences

- Software design
- Programming
- Algorithm design

- Game Development
- Communication
- Java, C#, Unity

Work experience

2020-NU   **Functional consultant in Netcompany**

As a consultant my work involves development and maintenance of a web application. This includes analysis, design and development, and also direct contact with clients when dealing with incidents.

2011-2013   **Sales associate trainee in BR Legetøj on Fisketorvet**

Education

2020   **M.Sc. in Human Centered Artificial Intelligence - DTU**

During my master, my courses has been focused on UX design, Artificial Intelligence, Algorithms and Game Development.

2018   **Bachelor in Software technology - DTU**

Through my courses and projects I have primarily worked in C#, C++ and Java. But I have experience with various programming languages from different courses.

2014   **HF – VUC Storstrøm**

2011   **Sales associate specialized in toys and hobby articles – Handelsfagskolen Odder**

2007   **HG – Handelsskolen Sjælland Syd**

Personal life

I am 33 years old and live in Vordingborg with my wife Bettina and our kids Carl and Iben, who are 5 and 1 year old.

I enjoy spending most of my spare time with my family and playing games. Besides that, when I have time to myself, I spend it on creative things like drawing, playing guitar and making games.