



Lasse Korvig Bjerregaard

Programmer

ABOUT ME

I am a recent graduate with a passion for learning. I like writing code at a high level, such as C# or Java but I also like more low level C++ stuff like graphics programming. I prefer working in teams but I have no problems working alone.

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📍 Copenhagen, Denmark

HOBBIES

I love video games
I sing in the university choir
I am learning Japanese

WORK EXPERIENCE

04/2019 – 02/2020

Game Developer

At ArbejdsmiljøCentret

ArbejdsmiljøCentret is Denmark's biggest authorised work environment advisor with over 60 consultants across the country.

My primary task at ArbejdsmiljøCentret was to ideate and implement game mechanics for a learning game.

EDUCATION

2018 – 2020

Master of Science in Games

At the IT-University of Copenhagen

Courses

Ray Tracing in Virtual Reality (Thesis)
Graphics Programming
Making Games
Game Programming
Game World Design
Modern Artificial Intelligence
Data Science in Games
Data-Driven Design & Development

2015 – 2018

Bachelor in Software Development

At the IT-University of Copenhagen

Courses

Multiagent HyperNEAT (Thesis)
Algorithms and Data Structures
Analysis, Design, and Software Architecture
Functional Programming
Intelligent Systems Programming
Introduction to Database Design
Mobile and Distributed systems
Operating Systems and C

2012 – 2015

High School Equivalent in Mathematics and IT

At Frederiskberg Tekniske Gymnasium

SKILLS

Unity DirectX 12 C++ C# Java C F#
OpenGL Python

LANGUAGES

Danish
Native proficiency

English
Full professional proficiency