



# Lasse Korvig Bjerregaard

Game Developer

## ABOUT ME

I am a budding game developer with a passion for learning. I like writing code at a high level, such as C# scripts in Unity but I also like more low level C++ stuff like graphics programming. I prefer working in teams but I have no problems working alone.

✉ LasseKB@hotmail.com

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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

2012 – 2015

### High School Equivalent in Mathematics and IT

At Frederiskberg Tekniske Gymnasium

2005 – 2012

### Middle School Equivalent

At Sankt Annæ Gymnasiums Folkeskole

## SKILLS

Unity

DirectX 12

C++

C#

Java

C

F#

OpenGL

Python

## LANGUAGES

### Danish

Native proficiency

### English

Full professional proficiency

### Japanese

No proficiency – yet ;)