

👤 PROFILE



IT consultant with a background as a software and game developer. Hands on experience with all stages of development. Developed tools and SPAs for TopDanmark's insurer's, both frontend and backend. Took a smaller leadership role to introduce new team members. Worked in agile environments using SCRUM and SAFe. Worked with teams of all sizes, from 5 to 80+ employees. Passionate about UX design, web development, cyber security, and game development.

📁 EXPERIENCE

Netcompany	IT consultant	Apr 2020 - Current
<ul style="list-style-type: none">• Worked as a consultant for TopDanmark, updating their insurance systems• Created SPA's using a React/TypeScript frontend, and a Java backend• Integrated systems with Salesforce and Guidewire		
Pointvoucher	Freelance developer	Nov 2019 - Dec 2019
<ul style="list-style-type: none">• Developed games for carrier publishing• Maintained existing games		
Cinematatic	Gameplay programmer	Sep 2019 - Oct 2019
<ul style="list-style-type: none">• Developed multiplayer games to be played in cinemas as gamified commercial before the movie• Implemented lag compensation for cinema games• Developed branded mobile games and prototypes• Maintained and fixed several existing games• Wrote custom shaders		
Pointvoucher	Unity developer	Aug 2017 - Jun 2019
<ul style="list-style-type: none">• Worked on 5+ mobile games from initial creation to published game• Developed and maintained a shared code base between several games• Develop internal tools for developers, designers, and artists• Wrote custom shaders• Personally took action to improve monetization threefold		
Netcompany	Student helper	Feb 2016 - Aug 2016
<ul style="list-style-type: none">• Developed tools for internal use		

🎓 EDUCATION

MSc. of IT in Games Technology	Aug 2015 - Jun 2017
<ul style="list-style-type: none">• Grade point average: 10.67• Based my thesis on Martin Fæsterholdt's thesis You Say Jump, I Say How High?• Thesis included hacking into games to analyze positional data, in order to analyze 3d movement in games• Key coursework: game engines, game development, game design, business and marketing, research	
BSc. of Science in Medialogy	Aug 2012 - Jun 2015
<ul style="list-style-type: none">• Grade point average: 9.4• Key coursework: experiments, research, data structures, algorithms, 3d rendering, statistics, human perception	

🧠 SKILLS

Languages: C#, C++, CSS, HTML, Java, JavaScript, Python, Shader languages, SQL, TypeScript
Tools/Frameworks: Azure, Git, Jenkins, JIRA, React, TeamCity, Unity, Unreal Engine
Concepts: Agile, Research, SAFe, SCRUM, SOLID design, Team management