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Martin Nygaard

👤 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
- 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
- Developed games for carrier publishing
- Maintained existing games

Cinemataztic — Gameplay programmer — Sep 2019 - Oct 2019
- Developed multiplayer games to be played in cinemas as gamified commercials before the movie
- Developed branded mobile games and prototypes
- Maintained and fixed several existing games
- Wrote custom shaders

Pointvoucher — Unity developer — Aug 2017 - Jun 2019
- 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
- Personally took action to improve monetization threefold
- Wrote custom shaders

Netcompany — Student helper — Feb 2016 - Aug 2016
- Developed tools for internal use

🎓 EDUCATION

MSc. of IT in Games Technology — Aug 2015 - Jun 2017
- Gradepoint average: 10.67 (4.00/4.00 GPA)
- Based my thesis on Martin Fasterholdt's thesis You Say Jump, I Say How High?
- Thesis included hacking into RAM and gather positional data, to analyze 3d movement in games
- Key coursework: game engines, game development, game design, business and marking, research

BSc. of Science in Medialogy — Aug 2012 - Jun 2015
- Gradepoint average: 9.4 (3.64/4.00 GPA)
- Key coursework: experiments, research, data structures, algorithms, rendering, statistics, 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