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Summary

Games have always been very natural to me, and they have always been a part of my everyday life. Through my studies, I have focused on how people interact with games and how to design, test and implement new elements or designs. During my semester abroad, I got to focus on the psychological aspects of media and how these can be applied to games. A certain strength of mine is, that I do not quit until the game is the best possible.

Education

2019 – 2021 | BSc Computer Science at University of Southern Denmark

In order to further educate myself, I started studying Computer Science. I have gained a deeper perspective into the subject. My courses so far have contained programming in Java, discrete mathematics and databases.

2014 – 2016 | MSc Medialogy with specialization in Games at Aalborg University

During my Master's degree, I have specialized in player behavior and what keeps a player engaged in the game. My focus has been on game design and I have worked with Unity and Unreal Engine.

- 🎮 **Master's thesis: How cheating and conation influence game-based learning**
  A study of how cheating in a learning context affect player behavior and learning outcome. The game made were a quiz game of European flags with the possibility to cheat.
- 🎮 **Project: Interactive Narratives in a Virtual Reality Environment**
  An investigation in the learning outcome of an interactive narrative as well as an investigation in novel interface for interaction in VR without using controllers.
- 🎮 **Academic paper: Using role-taking and behavioral mimicking in games to increase awareness on the bystander effect.**
  Published at the Academic Mindtrek Conference 2015 and presents a concept of how a serious game might raise awareness of the bystander effect using behavioral mimicking.

2015 – 2016 | MSc Media Psychology at University of Salford (semester abroad)

I attended a semester abroad at University of Salford, England, as a part of my Master's degree, where I studied Media Psychology. Here I got to specialize myself in how psychology can be used in games- and media research.

2011 – 2014 | BSc Computer Science and Psychology at Roskilde University

During my bachelor's degree, I obtained a general understanding of computer science and psychology both theoretically and in practice.

- 🎮 **Project: Obsessed with World of Warcraft**
  An investigation into the motivations of playing World of Warcraft, and whether this behavior was addictive.

Work experience

2016 – Current | Webmaster at Videnskab.dk

After finishing my Master's degree, I was hired as a webmaster for Videnskab.dk to oversee the development of the new website design.

- Responsible for bug-testing and for further development of the website.
- Weekly site statistics using Google Analytics as well as communicating these results to the office.

2013 – 2016 | Project worker at Videnskab.dk

Videnskab.dk [translated: Science.dk] is an independent news site, which supplies daily news about the latest research along with other content. As a project worker, I worked with everything from writing short articles to maintaining the website.

2014 | Game Designer at The Medialogy Purposive Game Production at Aalborg University

The Purposive Game Production at Aalborg University was an attempt to replicate the development processes made in the industry as opposed to student projects. The final product was the game Terra Nostra bearing the theme of global warming.

- Designing and developing new ideas and levels
- Bug- and play testing
- Academic research and writing design documents

Volunteering

2017 | Volunteer at Coding Pirates

Coding Pirates is an initiative to get children interested in programming, game development and IT in general. As a volunteer, I assist at the workshops – both by helping the participating children and by researching course material.

Computer skills

Experience with Unity 3D, Unreal Engine, GitHub, Adobe Photoshop, Adobe Illustrator and UX design.
Knowledge of HTML, Java, C#, Processing, Xamarin.Forms.
Ability to work with both Windows and MacOS.

Languages

Danish: Native language
English: Professional working proficiency (C2 | TOEFL iBT 109 of 120)
French: Basic language skills (B1)