

# Josephine Søgaard Andersen



Copenhagen, Denmark  
+45 20 33 22 77

[josephine.s.andersen@gmail.com](mailto:josephine.s.andersen@gmail.com)  
[linkedin.com/in/josephinesoegaardandersen](https://www.linkedin.com/in/josephinesoegaardandersen)

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## Summary

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Games have always been very natural to me, and it has always been a part of my everyday life. Through my studies, I have focused on how people interact with these and how to design, test and implement new elements or designs. A certain strength of mine is, that I do not quit until the product works. I am motivated by innovation and by creating a usable product that works.

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## Education

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

During my Master's degree, I have specialized in player behavior and game design. A result of this was a paper titled "*Using role-taking and behavioral mimicking in games to increase awareness on the bystander effect*" published at the Academic Mindtrek Conference 2015 in Finland. My master's thesis included player behavior as well and was titled "*How cheating and conation influence game-based learning: A study about player behavior in a learning context*".

### 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. My bachelor project investigated fingerprints in relations to data security, where we developed a prototype.

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## Work experience

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### 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. Here I have been responsible for bug-testing and for further development. I am also responsible for doing weekly site statistics using Google Analytics and Google Tag Manager 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 whose content is written and edited by an independent editorial team, which supplies daily news about the latest research along with other content. Videnskab.dk covers a wide scope of research, from culture and society to technology and natural science. 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

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. The game was made for primarily children in the Danish primary- and high school.

As well as the experience of being a part of a production, the experience especially showed that communication between the departments is important. Parts of my job in the production were designing parts of the game as well as bug testing, translations and academic research.

## 2011 – 2013: 1st assistant at Netto

As a 1st assistant in Netto I was responsible for running the store, when no higher ranked leader was at work. I was responsible for the safe, the other employees and making sure everything was in order for the next meeting work shift. I got promoted to this position after being a sales assistant until August 2013.

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## Volunteering

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### 2011: Refund collector for Folkekirkens Nødhjælp (DanChurchAid)

During the Roskilde Festival in 2011, I worked for DanChurchAid as a refund collector. Together with other aid agencies there was collected 1,3 mio. DKK in total. The money went for alleviating poverty and inequality – both in Denmark and abroad.

### 2008 – 2010: Entitled to vote in the study board of Frederiksberg High School

As a member who was entitled to vote in the study board, I had influence on the decisions made by the school concerning different problems. This included budget cuts and where to make them as well as how to handle the construction of the subway next to the school during the exam period.

### 2009 – 2010: President of the student council

As president of the student council it was my responsibility in consultation with the rest of the council, to make sure the conditions for the students were not worsened. We especially battled issues as class sizes and budget cuts.

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## Computer skills

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**Mastery** of Microsoft Office programs, mainly Excel, Word and PowerPoint.

**Experience** with Unity 3D, Unreal Engine, GitHub, Adobe Photoshop and UX design.

**Knowledge** of HTML, Java, C#, Processing, Xcode and Swift.

**Ability** to work with both Windows and MacOS.

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## Languages

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**Danish:** Native language

**English:** Professional working proficiency (C2 | TOEFL iBT 109 of 120)

**French:** Basic language skills (B1)