



GUNNAR MAGNUSSEN

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EDUCATION

Master of Science | *Games, Technology Track*

IT University of Copenhagen

Aug. 2023 – June 2025

Copenhagen, Denmark

Bachelor of Science | *Computer Science*

University of Copenhagen

Aug. 2019 – June 2022

Copenhagen, Denmark

Folk High School | *Game Design and Animation*

Højer Design Højskole

Sep. 2018 – Dec. 2018

Højer, Denmark

Gymnasium | *Science Line*

Føroya Studentaskúli og HF-skeið

Aug. 2013 – June. 2016

Tórshavn, Faroe Islands

WORK EXPERIENCE

QA Tester Intern

BetaDwarf

Sep. 2021 – Jan. 2022

Copenhagen, Denmark

- Writing automated tests in C# using Unity's Test Runner
- Manual testing and helping users with bug reports and questions

Teaching Assistant - Game Programming

IT University of Copenhagen

Aug. 2024 – Dec. 2024

Copenhagen, Denmark

- Efficient C++ programming and best practices for engine and game programming

Teaching Assistant - High Performance Programming and Systems

University of Copenhagen

Dec. 2022 – Aug. 2023

Copenhagen, Denmark

- C programming and knowledge about operating systems, computer and memory architecture

PROJECTS

PRAX

[Portfolio](#), [Source](#), [Video](#)

Fall 2023

- Made with Unity
- Player movement with focus on tight, responsive controls and clear visuals
- Outline shader

Downspace

[Portfolio](#), [Source](#), [Video](#)

Fall 2023

- Developed in a custom engine written in C++
- Precision platformer

Charry's Passage: Wake of Souls

[Portfolio](#), [Source](#), [Video](#)

Spring 2024

- Made with Unity
- Tech lead
- Dialogue system for fully voiced dialogue
- Tech art: River shader with animated waves, and 3D animations pre-rendered to 2D frame animations

SKILLS

Languages: English, Danish, Faroese

Programming: C++, C#, OpenGL

Tools: Unity, Unreal Engine, Blender, Notion, Photoshop