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Application

Past – Present - Future

I started taking night classes in game development with the Unity game engine, and since then I have worked towards my goal, by finding ways to incorporate game development into my education. I took a six-month course at Vallekilde Højskole on game development. Here we also used Unity as our game engine. Afterwards I started my bachelor's in computer science, at Erhvervsakademi Dania where the focus was on video games. I primarily learned C# programming with the MonoGame framework.

Later on, we incorporated Unity and then Unreal engine, where I also learned C++, I also had an exam about Unreal where I got the next highest grade possible in Denmark. I also had a class in HTML, CSS and JavaScript with the REACT framework. Through my bachelor's degree I have gained both the knowledge of computer science but also competences specifically within game development.

During My computer science education, I worked as a student developer, for a company called Ajour System, my assignment at the time was to create a test suite for their front end using the testing framework Cypress. I have been working for this company since the end of my internship where they chose to hire me, as a student developer until I finished my education.

Currently I live in Odense where I still work for Ajour System, as a full time Junior software developer although we are now a part of the company EG. I am currently working as part of the front-end team, although I do a little back-end from time to time. The company structure is very flat, where the developers have a lot of independence. On the weekends I work on personal projects, which have a wide variety .-

As said earlier I am currently living in Odense, but I have never been afraid of moving to another city for example I did my computer science degree in Grenaa, so I am very flexible about where I live if it is for the right job which I believe a job at your company would be.

In the future I see myself working in the game industry, on videogames that players enjoy. I believe that one of the key aspects that make games more enjoyable is that the game mechanics are of a high quality. This is something I really like making sure of. Because of this I can easily see myself in Light Brick Studio.

I am a team player, who can also work independently, and furthermore I love to solve problems by finding the best solutions to said problems. I am sure Light Brick Studio is the place for me to evolve and start my career in videogames, and I am very much looking forward to joining you at a personal interview.

Best Regards,

Sebastian Juul Knudsen