

SIMON HELSTED JUUL

GAME DEVELOPMENT AND LEARNING TECHNOLOGY ENGINEER

DETAILS



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Simon Helsted Juul



SimonHJuul.com

SKILLS

User Experience Design



Project Management



Product Development



Teamwork



User Testing



Agile Development



Play & Educational Theory
and Practice



Game Development



PROFILE

Dynamic and forward-thinking professional with a Master's degree in Game Development and Learning Technology Engineering, showcasing a proven track record of creating innovative play and learning experiences. Possessing a multidisciplinary skill set that merges technology, play, and education, I excel in tackling complex challenges at the intersection of these domains. With a strong foundation in game development, coupled with practical experiences spanning from developing VR training systems to collaborating on digital games for educational purposes, I am passionate about leveraging interactive play as a tool for education and empowerment. Eager to contribute to teams dedicated to creating immersive and impactful play experiences for diverse audiences.

EMPLOYMENT HISTORY

TRAINING AND DEVELOPMENT CONSULTANT // PDP // KOLDING

August 2022 - Present

- Developed VR training system for a pharmaceutical company.
- Optimized flow routes based on flow breakdowns, improving operational efficiency.
- Trained organizations in job instruction and breakdowns, empowering them to enhance their training methodologies.

STUDENT ASSISTENT // KOMPAN DANMARK // ODENSE

January 2022 - July 2022

- Coordinated the assembly of all the playgrounds in Denmark.
- Was the link between the sales and assembly department.
- My responsibility that all the playgrounds in Denmark was assembled on time.

FIRST SEMESTOR MENTOR x 2 // SYDDANSK UNIVERSITET // ODENSE

May 2020 - January 2021 // May 2021 - January 2022

- Planned and executed the two days intro course.
- Planned and executed four two-hour lectures.
- Was responsible for creating a social community among the new students.

GAMEPLAY DESIGNER // SYDDANSK UNIVERSITET // ODENSE

December 2020 - April 2021

- Was responsible for the quality and user experience of the game.
- Took responsibility for the auditory part of the game.
- Kept the overview of the project and joined the two units of the project.

BAR MANAGER // ODEON // ODENSE

October 2019 - May 2021

- Assisting in planning concerts and performances.
- Responsible for running my own bar during the events.

WAITER // DET HVIDE PAKHUS // FAABORG

August 2016 - September 2020

- Learned to work and keep the overview under pressure.
- Learned how to be service-minded at all times.
- Responsible for planning large parties such as weddings and receptions.

SUBSTITUTE TEACHER // BROBYSKOLERNE // BROBY

August 2017 - May 2019

- Learned to plan, structure and execute lessons.
- Was responsible for all afternoon classes in 0. grade for a month.
- Substituted in all classes from math and biology to language and history.

EDUCATION

Master's degree in **GAME DEVELOPMENT AND LEARNING TECHNOLOGY ENGINEERING**

September 2019 - June 2024

Syddansk Universitet, Odense

REFERENCES

Danny Bergmann | Head of Production, LEGO GAMES

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Heine Bro | Operations Manager, PDP

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