

Thevakorn Kjær Lauritsen

Technical Support Specialist & Junior Web Developer

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ABOUT ME

I'm a tech nerd and love to learn new things, whether it is simple or complex concepts. I'm passionate about working with people in general. Whether it is game development, web development or customer service, I always try to make everything work together as a whole. I aspire to work in an environment where everyone has an equal opportunity to grow, learn and master things at the same time.

EXPERIENCE

Clerk.io, Copenhagen – *Tech Support Specialist*

Oct 2022 - Today

Here I am working closely with our customers using our AI powered plugin for search and recommendations for their webshops. My primary job is to receive customer inquiries regarding designs, programming, bugs, errors and general questions of the plugin.

DADIU, Copenhagen – *Game and Level Designer*

Aug 2021 - Dec 2021

I was an intern as a game and level designer during DADIU production, in collaboration with the Danish film school. Here I had to collaborate with people from different disciplines such as programmers, CG artists, QA testers and sound designers. Many things during the production process required communication, collaboration, planning and problem-solving.

Glostrup Hospital, Glostrup – *Hospital Assistant*

Nov 2018 - Jun 2022

I was working at Glostrup hospital kitchen. Here I serve customers and personal who come and need food, while cleaning and filling up on goods. I work with several people and planning for food we need to prepare ahead of time.



COMPETENCIES

HTML, CSS, Javascript,
Jquery, API, FTP,
Game Design, Level
Design, Narrative design,
C#, C++, Python, .Net
Customer Service
Problem Solving
Technical Support

LANGUAGES

Danish (Native)

English (Professional)

Promenaden, Copenhagen – *Sales Assistant*

Jun 2010 - Jul 2013

I worked as a full-time employee where I served customers and guests at the restaurant. I had to handle what customers and guests ordered, while giving them the best service experience. I also had to deal with cleaning and refilling goods.

EDUCATIONS

Aalborg University, Copenhagen – *Masters*

Sep 2020 - Jun 2022

Specialised in game development and theory such as production, user testing, designs and narratives.

Aalborg University, Copenhagen – *Bachelor*

Sep 2017 - Jun 2020

Medialogy is a broad education with a focus on media technology, e.g. programming, 3D animation and research, user testing, design and implementation of prototypes with an academic methodology.

SIDE PROJECTS

Portfolio – My own personal portfolio website (almost finished)

Blog – Making a dynamic portfolio with dynamic blog content to make it easier for users to insert content (ongoing)

Unreal game project – unannounced (ongoing)