Thor Lyster Lind

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Summary

I'm a software developer with two years of experience and a master student of game technology. I specialize in high performance programming, parallel computing, and simulations. Relating to both games and software.

Skills

Languages: C++, Java, C#, Kotlin, Python, GLSL, HLSL

Technologies: .NET, AWS, Unity, Shaders

Experience

Student Software Engineer, Shape Games – Copenhagen, DK Jan 2023 – Nov 2024

- Backend developer on the Control Panel Content Management System (CMS) with Kotlin
- Implemented automated deployments via gh-actions (github/marketplace/actions/deploy-to-environments)

Software Engineer Intern, eCRETO – Aberdeen, GB Jan 2022 – June 2022

- Development of distributed ecommerce software with focus on transferring of sensitive data in .net C#

Projects

The Last Reservoir github/ThorLL/last-reservoir

- The Last Reservoir is an environmentally story driven adventure game. Developed along with 5 co-students, with my focus mainly being on performance, lighting, version control, and programmers to designers communicator.
- Tools Used: C++, Unreal Engine

Ray Tracing Graphics Simulation github/ThorLL/ray-tracer

- A deep dive into realistic image synthesis, this project implements a custom ray tracing engine designed to generate photorealistic scenes by accurately simulating light–object interactions. With a fully configurable pipeline to adjust rays per pixel, maximum bounces, focus distance, and various diffusion methods to tailor the rendering process
- Tools Used: C++, GLSL, imgui

Tornado Vortex Simulation github.com/ThorLL/tornado

- Developed in Unity using the ECS (Entity Component System) architecture, the simulation renders hundreds of thousands of fully particles in real-time. Tornado physics are grounded in real-world equations and atmospheric modelling, with customizable parameters for altitude-based wind speed, drag, pressure systems, and more. Utilising a precomputed particle position based cache to maintain performance at scale.
- Tools Used: C#, Unity, Unity-ECS

Education

IT-University Copenhagen, MSc of Games (Technology) Aug 2023 – June 2025

- **Thesis:** Simulating dynamic ecosystems to create evolving game environments - that actively influence gameplay.
- **Coursework:** Individual Research Project - Strategy in Turn-Based Games. Graphics programming - Ray Tracer.

IT-University Copenhagen, BS in Software Development Aug 2020 – June 2023

- **Thesis:** Automated Annotations of Badminton Batch - by tracking players' and shuttlecock's position using in-house trained machine learning models)
- **Coursework:** Othello Game AI which won the university's annual Othello AI competition, I have since ported it to C++.