

# Sondre Agledahl

## Curriculum Vitae

**Portfolio:** [sondreagledahl.com](http://sondreagledahl.com) **Email:** [sondre.agledahl.16@ucl.ac.uk](mailto:sondre.agledahl.16@ucl.ac.uk) **Phone:** (0)78 7376 1954

### Personal Summary

Games programmer with several published independent games, particularly experienced in Unity (2+ years), but possessing strong skills in low-level languages (C, C++ and assembly) as well. Currently pursuing a MEng Computer Science degree at University College London.

### Skills and abilities

- Highly proficient at programming gameplay mechanics and implementing level designs and assets in Unity and C#. Very familiar with all stages of the Unity development process from start to finish.
- Experienced C, C++ and assembly language programmer; highly competent at low-level memory management and optimisation.
- Have dedicated the past 3 years to developing my own independent games, one of which was voted the winner of a "Best of 2016" award at a [game development website](#).

### Relevant work experience

- |                          |                                                                                                                                                                                                                                                                                                              |
|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>June 2017</b>         | <b>Games programmer, Innotech LLC. (London, UK)</b> <ul style="list-style-type: none"><li>• Developed upon existing Unity-based match-three mobile puzzle game</li><li>• Single-handedly implemented many new features and game modes.</li><li>• Integrated new features with in-game-purchases.</li></ul>   |
| <b>Sept 2017-Present</b> | <b>Computer Science lab mentor, University College London (London, UK)</b> <ul style="list-style-type: none"><li>• Tutoring first-year computer science students in programming (C, Haskell, Java) every week.</li></ul>                                                                                     |
| <b>June 2017-Present</b> | <b>Microsoft Student Partner, Microsoft (London, UK)</b> <ul style="list-style-type: none"><li>• Lead organiser of <a href="#">PixelJam</a>, Microsoft-sponsored game jam at UCL.</li><li>• Wrote <a href="#">article on Mixed Reality game development</a> for the Microsoft Development Network.</li></ul> |

### Education

**University College London (London, UK)**

*MEng Computer Science, September 2016 – present (**Predicted 1<sup>st</sup> class**)*

- Game development director at UCL Tech Society: Organised and led [PixelJam](#), university's first 24-hour game jam, with sponsorships from Microsoft, Unity and Studio Gobo
- Developing iOS AR game for visually impaired players in collaboration project with Microsoft
- Created space shooter game controlled by accelerometer on Arduino microcontroller in C
- Developed multi-platform medical application through C# / Xamarin for client at UC Hospital

**Senja VGS (Finnsnes, Norway)**

*International Baccalaureate Diploma Programme, August 2014 – May 2016*

- Received distinction for highest IB score ever awarded in Northern Norway (42)
- Founded and led programming tutoring group, teaching programming and game development through Python (with use of the PyGame framework)

### Extracurriculars and other distinctions

- As part of Aardvark Swift's Rising Star 2017 competition scored among the best internationally in C++ development test and passed to competition's second round.
- Received "Funniest Hack" award alongside my three teammates at the Porticode UCL hackathon in 2016 for creating JavaScript-based browser game