Emil Sønderskov Hansen

Software Developer || Audio programmer || Game developer

CONTACT

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ABOUT

I am a 28-year-old master's student with a passion for audio and software development. I have significant experience in developing interactive applications, particularly in virtual reality (VR). Currently, my focus is on real-time auralization in virtual environments and the development of real-time digital signal processing (DSP) plugins.

EDUCATION

MSc Sound and Music Computing

Aalborg University CPH (2022 – NOW)

- Master with focus on the intersection of technology and music, with an emphasis on developing new ways to interact with sound.
- Skills including signal processing and physical modelling in MatLab and C++
- My main focus includes real-time custom DSP for game-engines and realistic auralisation in VR.

BSc Medialogy

Aalborg University CPH (2019 – 2022)

- Bachelor's degree in development of media technology.
- Skills including Unity3D, Java, Android Studio, UX design, and quantitative analysis with Python.
- My main focus has been development of interactive VR Applications

WORK

Student developer

Multisensory Experience Lab (2022 - NOW)

- Developing interactive systems for hearing research.
- Collaborating with Copenhagen Hearing and Balance Centre at Rigshospitalet to enhance existing hearing tests through gamification.
- Utilizing the Unity game engine to develop innovative solutions.

PROJECTS

All of my projects I have worked on during education and work, can be seen in my project catalogue (i.e., including source code, reports etc.,).
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