Felix Sylvest Olesen

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[Github](#) | [LinkedIn](#) | [Itch.io](#)

PROFESSIONAL SUMMARY

A dedicated and excited Computer Science graduate with industrial experience creating and working on software for testing and education. I am a passionate student of cutting-edge Game Development techniques and design patterns. Along with participating in GameJams I love to make and test video games in my free time.

SKILLS

C++, C#, Python, Unity, Unity ML Agents, Java, JavaScript, PHP, Full-Stack Web Development, Svelte, VueJS, Tailwind CSS, SQL, JQuery, Ruby on Rails, Trilingual Communicator (English, Danish, Spanish)

WORK EXPERIENCE

Software Developer Intern, ICHK   ***December 2023 - February 2024***

- Worked for a secondary school in Hong Kong as a developer on their open-source education platform 'Gibbon' due to my prior participation in Gibbon hackathons.
- Refactored custom alert PHP code in Gibbon resulting in a more object-oriented codebase.
- Re-designed the library catalogue feature to have Netflix-like rails UI and bookshelf-style backend using Tailwind CSS and SQL, making the catalogue more engaging for students.
- Communicated with students and teachers directly to create a clear and meaningful scope for the library catalogue feature and house points module in Gibbon.

Associate Test Engineer, Sky   ***June 2021 – July 2022***

- Underwent end-to-end sanity and regression testing on all versions of the SkyQ set top box for my industrial placement year during university.
- Developed a replacement test tool using VueJS and Flask to send video-on-demand assets to test machines through the Sky backend, ensuring continued VOD test coverage.
- Automated my test cases using an in-house Python testing framework, enabling faster test coverage and improved time management.
- Coordinated between the Sky QA Automation, Dev-Ops, and E2E testing teams to maintain the test tools, and decrease test-blocking obstacles.

EDUCATION

BSc (Hons) with Sandwich Year, Computer Science   ***July 2023***

University of Surrey

Grade Average: 79.6%

Dissertation: Game Tester AI (Reinforcement Learning)   ***July 2022 – July 2023***
Grade: 82%

- Created a novel game testing AI using adversarial reinforcement learning and imitation learning which produced an AI with improved generalizability and training efficiency compared to the first implementation developed by SEED.
- Documented the research process in a thesis document, communicating and testing the improvements of the AI in accessibility and generalization.

University Project: Parallel Computing   ***January 2021 – July 2021***
Grade: 88%

- Conducted a series of optimization tasks emulating how the kernel in a computer allocated memory depending on access to the GPU through CUDA. Completing this task allowed me to demonstrate a deeper understanding of low-level computation and how computers function.
- Demonstrated expertise in parallelism and C++ through analysis of memory allocation between global and shared memory through optimizing matrix multiplication tasks.

PERSONAL PROJECTS

GameJam Participant, Aquetect   ***March 2024 – Present***

- Participated in the PixelJam 2024 GameJam to create a game under the theme "Aqua" as a seven-day event, resulting in making a "Rollercoaster Tycoon-like" Aqueduct builder and manager game using a pixel-art top-down isometric art style.
- Planned a seven-day project lifecycle to develop a playable product within the time frame of the GameJam, resulting in an efficient creation and learning experience.

Indie-Game Developer, Bugs Tower Defense   ***July 2023 – March 2024***

- Created a demo tower defense video game and published it on Itch.io to learn the full game development process from scratch to a playable, polished product.
- Play-tested the tower defense game extensively to minimize bugs and received feedback from friends and family to improve the overall gameplay experience and game-balancing.

AWARDS & RECOGNITIONS

    2022 – Published Research Paper on Novel Optimization Algorithm
    2019 – University of Surrey Prestige Scholarship
    2019 – ICHK Growth Mindset Scholarship B

HOBBIES & INTERESTS

- Through hiking and camping – I completed a through hike of the 100km Maclehose trail in Hong Kong over 5 days with a group of friends, also solo-hiked Mount Fuji in a day.
- Game Development – I make games as a hobby and always have a GameJam or indie-game project I'm working on.
- Touch Rugby – Played competitively in Hong Kong leagues even facing off against a team captained by the French national team captain (former world number 1 team).