

MATHIAS SOEHOLM

SOFTWARE ENGINEER



A passionate Software Engineer with an eye for the details and a drive to deliver high quality products. Will walk the extra mile to test and clean up work, rather than rushing to close an issue.
Used to implementing highly polished user interfaces with animations and plenty of juiciness.

EXPERIENCE

- jun. 2018 - present ● **Mindfox Studios - Co-founder & Software Engineer**
- Shipped two original mobile games, Space Loops and Sausage Throw.
 - Worked with React Native to implement Odin ICE-Pro, from design to release in just three weeks.
 - Mobile development consultancy for LEGO.
 - Other clients include Stibo, Kamstrup, AKQA, Novo Nordisk and Destination Aarhus.
- sep. 2018 - jan. 2019 ● **LEGO - Mobile Developer Consultant**
- Worked with two teams on the apps: LEGO® Movie Maker and LEGO® TV.
 - Wrote Kotlin for Android, utilizing coroutines to create synchronous code that's easy to read.
 - Wrote Swift for iOS, making good use of PromiseKit to implement an advanced share-video flow.
 - Only engineer to work on both iOS and Android.
- nov. 2016 - jun. 2018 ● **BitBreak - Co-Founder & Software Engineer**
- Released a VR game for HTC Vive (In Your Face TD) with 98% positive reviews on Steam (77 positive, 1 negative).
 - Created an online cryptocurrency vendor with React and Redux.
 - Did Unity consulting for the game Pool Legends and publisher Spil Games.
 - All of this was while studying Computer Science at Aarhus University.
- apr. 2013 - jun. 2016 ● **Kiloo - Software Engineer**
- Worked on a large production (Stormblades) as one of only two programmers. Implemented the entire UI and all meta features, including leaderboards and cloud synchronization.
 - Made tools in Unity which are now used in one of the most downloaded mobile games ever, Subway Surfers.
- aug. 2012 - apr. 2013 ● **Campus Djursland - Workshop Instructor**
- Taught game development in C# and Unity, with classes of up to 60 students.
- mar. 2011 - apr. 2013 ● **ClearCut Games - Co-Founder & Programmer**

DETAILS

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SKILLS

Programming Languages

JavaScript (ES6) TypeScript C# Swift Kotlin
Java Dart CSS/Sass

Libraries and Frameworks

React React Native Redux Redux Saga Flutter
Gatsby Firebase Node.js

Tools and Software

Unity Git Figma Photoshop

EDUCATION

Computer Science - Bachelor's degree
Aarhus University
2015-2018

INTERESTS

Strumming chords on a guitar
Shooting shuttlecocks
Smashing colleagues in table tennis
Programming of course!