

# Philip Louderback

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## Work Experience

### Tactile Entertainment ApS – HTML5 Game Developer – Copenhagen, August 2017 - present

- Responsible for the creation of HTML5 Playable ads as well as HTML5 development of an Instant Game for Facebook messenger called Bee Brialliant Buzz, based on an existing Tactile game.  
<https://www.facebook.com/instantgames/2019770934971751/>

### loudmotion ApS – Interactive Developer – Copenhagen, September 2011 - August 2017

- Freelance and project based game / web development. Clients include ABCity, Copenhagen Creators, QP Games, Gearworks and CopenhagenBombay.

### Speakaboos – Senior Software Developer – New York, August 2014 - January 2017

- AS3 development of iOS/Android apps as well as html5 javascript development for web for an ed-tech startup offering a subscription based service for children's interactive storybooks.  
<https://itunes.apple.com/us/app/speakaboos-read-along-sing/id600093661>

### Savivo A/S – AS3 / Starling Developer – Copenhagen, June 2013 - September 2013

- Game Development and production of iOS/Andriod apps for the online learning universe Mingoville.  
<http://www.mingoville.com/>

### ABCity A/S – AS3 / Starling Developer – Copenhagen, November 2011 - May 2013

- Game Development and production of the online educational game ABCiTY for kids aged 4-7.  
<http://www.abcity.dk/> as well as iOS iPhone / iPad apps.

### Serious Games Interactive – Flash Developer – Copenhagen, June 2010 - October 2011

- Game Development using Adobe Flash. Clients include Danida, Kaplan International, NordicBrain, Opgang2, Copenhagen Business School.

### NetPeople – Senior Interface Developer – Copenhagen, January 2008 - December 2009

- Responsible for the production of a variety of interactive projects for broadcast on the web using Adobe Flash and Air. Clients included Tuborg, KIMs, SAS, Danfoss, Toyota Danmark, Sony.

### Framfab – Interface Developer – Copenhagen, August 2003 - December 2007

- Responsible for the production of a variety of interactive projects for broadcast on the web using Macromedia Flash. Clients included NikeWomen Europe, Nike Football, Ikea Business, DanskeBank.

### LittleDevice – Multimedia Developer – Copenhagen, December 2001 - August 2003

- Responsible for the production of a variety of interactive projects for broadcast on the web using Macromedia Flash and Director. Clients included LEGO and Danmarks Pædagogisk Universitetsskole.

### Fuel North America – Senior Rich Media Developer – New York, December 2000 - November 2001

- Responsible for the production of a variety of interactive projects for broadcast on the web using Macromedia Flash and Director. Clients included Intel, Volvo and Evian.

### Luminant Worldwide – Senior Rich Media Developer – New York, October 1999 - November 2000

- Responsible for the production of a variety of interactive projects for broadcast on the web using Macromedia Flash and Director. Clients included Sony, M&M/Mars, Doral and adiamondisforever.com.

## Education

Bachelor of Arts Degree in Film, 1985  
Bard College, Annandale-on-Hudson, New York