

# Rasmus Odgaard

## Developer

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**Rasmus Odgaard**  
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<https://rasmusodgaard.github.io/>



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### Skills

#### Experienced

Unity, C#, Game Design, Git, Prototype Development, User Testing, Iterative Design Processes, Data Driven Design & Audio Production/Recording

#### Knowledgeable

HLSL, Python, Machine Learning (Python), Data Visualization & Javascript

#### Basic Knowledge

HTML, CSS, Photoshop, C++

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### Experience

#### Replay Institute/ Developer & Team Lead

2020 - Present, Copenhagen

Design and development of tactical football software in a start-up.  
Technologies including Unity, C#, Git and VR. Role including managing a development team of four with SCRUM through Jira and development.

#### Aalborg University / Student developer

2018, Copenhagen

Design and development of two mini-games using Unity/C# and one using Lego Mindstorms for the food faculty at AAU for educational purposes at conferences.

#### Præstekær Fritidshjem / Pedagogical Assistant

2011 - 2018, Copenhagen

#### Bastard Film & Monday Media / IT and editing assistant

2009 - 2011, Copenhagen

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### Education

#### IT University, Copenhagen / M.Sc. Games Technology

2018 - 2020, Copenhagen

#### Aalborg University / B.Sc. Medialogy

2015 - 2018, Copenhagen