Rasmus Odgaard

Game developer

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+45 22 37 28 36
r.odgaard@gmail.com

Skills

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

Knowledgeable
C++, Python, Machine Learning (Python), Data Visualization (Python and Tableau) & Javascript

Basic Knowledge
HTML, CSS, MatLab, Shader Programming, cMake & Autodesk Maya

Experience

Own project / Game developer & designer

2019 - Present, Copenhagen

Small team game development of mobile puzzle game. Developed in Unity/C#

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 use at conferences.

Monday Media / IT and editing assistant

2010 - 2011, Copenhagen

Bastard Film / IT and technical assistant

2009 - 2010, Copenhagen

Education

Aalborg University / B.Sc. Medialogy

2015 - 2018, Copenhagen

IT University, Copenhagen / M.Sc. Games Technology

2018 - 2020, Copenhagen