

# Rasmus Odgaard

Game developer

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## Rasmus Odgaard

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<https://rasmusodgaard.github.io/>



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## Skills

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### 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

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## Experience

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### Own project / Game developer & designer

2019 - Present, Copenhagen

Small team game development of mobile puzzle game. Developed in Unity/C#. See more: <https://rasmusodgaard.github.io/pineapple.html>

### 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

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## Education

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### Aalborg University / B.Sc. Medialogy

2015 - 2018, Copenhagen

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

2018 - 2020, Copenhagen