



# Philip Loki Hybertz Haugaard

I am a specialist in being a generalist.  
If I don't know it, I'll learn it.

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Loves to code so much, I even coded this resume!

## Skills

*Learning - Skilled - Expert*

C# / -Net / .Net Core

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Unity

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Mobile Development

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Web Development

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Backend Experience

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Frontend Experience

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Cloud Experience

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Agile & Scrum

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Git

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## Languages

English

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Danish

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## Profile

I am a highly dedicated and engaged developer, with a love for designing and developing solutions. As a developer I prefer to work in flat-structured teams, and I dedicate myself to delivering honest, high quality and most importantly realistic results.

With over 10 years of experience, I have developed a flexible skill-set which means I am very comfortable as a Fullstack developer; and while I prefer working in a team setting, I am also comfortable working solo.

I am looking for a place where quality, code reviews, pair-coding and automated testing aren't just words, but a respected and cared for discipline.

## Experience

### Fullstack Developer

nov 2024 - Current

#### *ITM8 - Custom Software*

Working in the Custom Software department as a fullstack developer / consultant. I am primarily working in .Net azure, yet my day to day take me everywhere from coding to setting up CI/CD workflows, project management, docker, DevOps responsibilities, client communications, and much more.

### Tech & Team Lead /Sr. Fullstack Developer

Oct 2023 - Oct 2024

#### *Fysiofresh*

Hired to help design & develop a digital platform for fysiotherapy. Using vueJS, vuetify, PostgreSQL, Vitest, PGTap, Playwright, Docker and more. I assembled and mentored an agile team that provided steady value through TDD.

### Tech & Team Lead /Sr. Game Developer

Sep 2022 - July 2023

#### *SweatyPalms*

Hired in a newly formed Hyper Casual Studio, my role was to organize the day-to-day of our developers; help develop games, as well as assist & teach junior developers.

### Sr. Game Developer

June 2021 - June 2022

#### *Riddlehouse*

Hired as Tech Lead for a team developing an application for doing historical street-treasure hunts. During my employment, I worked with DotNetCore, Unity, NUnit, MoQ, Kubernetes and GO. (C#) for Android and iOS development.

## Fullstack Engineer

July 2019 - May 2021

*UptimeDevelopment*

Hired as a remote developer, developing various solutions, P.O.Cs, M.V.Ps, and all-round consultancy work.

## Cloud Software Engineer

Feb 2019 - June 2019

*Cloudeon*

Hired into the Cloudeon Digital Garage, to work as the first contact between sales and development.

## Lead Developer, Project Manager, CTO (Fullstack)

Oct 2017 - Jan 2019

*App-Works*

Part of a 4-clover partnership, to consult, design & develop customer-centric-solutions. In this role I worked between Sales, Client and Development teams; working directly with the customers to achieve their dreams.

## Game Developer

April 2017 - Oct 2017

*Pointvoucher*

Hired as the first in-house unity developer – during my time at Pointvoucher I designed and developed the foundations for their future backend connection plugin, and developed several frontend pieces of their apps “Playlondon w. mr. Bean” & “Tal Ordentligt.” Furthermore I helped maintain the existing apps – “Far til Fjorten Bilka” and “Tivoli Puzzle.”

## Freelance Game Developer (Ø)

Jan 2017 - April 2017

Built a prototype for an island simulator game in unity.

## Software developer (SPIIO)

Aug 2016 - Dec 2016

Developed website adaptations and API branches for their online platform in their early startup days.

## Software Developer (it-works.dk)

Aug 2015 - June 2016

Worked in a variety of app development and web development system over the course of a year.

# Education

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## BSc in Medialogy

2012 - 2015

*Aalborg University*

Aalborg University Copenhagen. Focused on a broad wing of concepts, ranging from graphics design & 2D/3D animation all the way into micro-electronics & procedural programming. Medialogy was an incredible foundation for an extremely flexible skillset that I enjoy to this day.

## HTX

2009 - 2012

*CPH WEST*

Aalborg University Copenhagen. Major in Communications and IT, with focus on design and development.

# Honorable Mentions

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## AB-Ringaarden

2020 - current

### *Sr. Boardmember*

After purchasing a condo in Glostrup, I quickly joined the board, and am now helping to facilitate everything from cleaning, renovations, complaints, and more. General facility management stuff, and what you might expect to be needed in a smaller apartment building of 48 apartments

## Bread'It

2023

### *Nordic Game Jam*

Working with the LEGO TechniQ parts, Unity and a communication bridge supplied by the LEGO team - we built a 'bobbit' inspired gizmo for children to play with. We tested the physical device on other NGJ participants, and children with great success. The Bread'It won an unofficial LEGO award for the 'craziest contraption'

## Extended Leadership Course (10)

2021

### *Taught by Martin Nørtoft*

As I started at Riddlehouse, I was hired as the team lead for the tech team. I was given roughly 30 hours of education in Management vs. Leadership, the history of, practical application, understanding and adapting leadership styles, coaching and mentoring, as well as the legalese - do's and don'ts as a leader as well as hiring/firing, within the danish legal landscape.

## Founding partner of App-Works

2017-2020

### *Independent*

Worked as an independent consultant with my 3 partners for 3 years, paying my own wages, developing my own and customer projects.

## Champster

2016-2019

### *Partnered with Magnus Elvstrøm Myräl*

A private racing game project about hamsters in terrarium tubes. Developed for PC, and Mobile Platforms; with and without controller support. Early prototype video.

## Flux

2019

### *Interactive art installation at the Danish Museum for women.*

Helping out with the application development of a museum piece. Was exhibited for several months at the Danish museum for women.

## Finalist

2017

### *Nordic Game Jam*

Honored as a finalist with my team and game GeoNigma at NGJ2017.

## Lieutenant

2016

### *Nordic Game Jam*

Worked as a lieutenant for the event coordinators, to help organize other volunteers.

## Volunteer

2015

### *Nordic Game Jam*

Worked as a volunteer during the event.