

Rasmus Odgaard

Unity Developer

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+45 22 37 28 36

r.odgaard@gmail.com

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



Skills

Experienced

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

Knowledgeable

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

Basic Understanding

HTML, CSS, Photoshop, C++

Experience

Own Project / Development on Play App for Mobile/Tablet

2022 Ongoing, Copenhagen

During my Masters I developed several techniques for designing for play in the virtual space. In this project I have been developing several virtual toys for use on mobile/tablet. They are distinct from games as they are designed primarily for open-ended creativity, exploration and playful interactions instead of progress and completion.

Replay Institute / Developer & Team Lead

April, 2021 - August, 2022, Copenhagen

As developer and Team-Lead I was responsible for the design and development of tactical football software in a start-up. The technologies used included Unity, C#, Git, Jira and VR. My responsibility was managing a development team of four, SCRUM master, long term planning of development decisions with CTO and development of architecture and features.

This CTO (Hans-Henrik Børgesen) has agreed to be a reference for my work and can be contacted upon request.

Aalborg University / Student developer

May, 2018 - August 2018, Copenhagen

As student developer I designed and developed 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

As part of my job at Præstekær Fritidshjem I made several projects including writing and directing a musical and helping the children write and record their own songs for an album.

Education

IT University, Copenhagen / M.Sc. Games Technology

2018 - 2020, Copenhagen

I focused my Masters in the direction of how play and technologies can complement each other. This culminated in my thesis "A Virtual Playground in Space" focusing on developing design heuristics for optimizing play in software. It also involved developing a prototype demonstrating the heuristics. See video here: <https://rasmusodgaard.github.io/playground.html>

Aalborg University, Copenhagen / B.Sc. Medialogy

2015 - 2018, Copenhagen

At Medialogy I became acquainted with programming for a number of different media types, including image processing, audio effects, data processing, machine learning, and video games in particular. I focused on Unity development and C# and wrote my bachelor project on how exploration can stimulate curiosity in games.

Interests

In my spare time I like to be creative. This can manifest both as programming projects in the Unity3D engine and in playing music. I have been a guitar player since I was 15 and have been recording music for myself and others for the last 15+ years. Country music is in my blood, so of course I also picked up the banjo along the way.

I am also very interested in play/playing as a concept and how it can shape interactions in software and the real world alike. I am on a mission to expand my own understanding of play, and show how it can be a useful tool in many arenas.