

RESIDENCE Råholttunet 2 B
2070 Råholt
Norway

SKILLS

- Strong programming skills and experience in using object-oriented programming languages for application development: C++, C#.
- Deep understanding of digital imaging, modern real-time graphics rendering and shader techniques.
- Experience with frontend web development libraries and tools: HTML, CSS, Elm, JavaScript, React/Redux, Webpack, Node.js.
- Experience with backend development in Python, Haskell.
- Infrastructure deployment and management on Kubernetes.
- Data modeling and analytics with PostgreSQL, SQLite.
- Experience with electronics, microcontrollers, embedded systems, and constrained and/or performance-optimized memory management with C, C++, Rust.
- Experience with low-level network programming, concurrent I/O and complex, multithreaded systems.
- Experience with version control workflow and tools (Git, Perforce), CI/CD using Travis/GitLab.
- Understanding of electronics, PCB design, CAD.

EDUCATION **Norwegian University of Science and Technology (NTNU)**
M.Sc. in Computer Science August 2007 - June 2013

- Specialization in artificial intelligence methods.
- Master thesis: Knowledge Discovery in Scalable Real-time Data Mining Systems

EXPERIENCE **Expology AS**
Creative Technologist September 2017 - November 2018

- Technical direction and project management, strategizing and budgeting large-scale deployments, software as well as hardware/equipment.
- Microcontrollers and electronics for interactive installations.
- Prototyping for physical spaces in VR.
- Game design and development using Unity, Unreal Engine.
- Interactive kiosks using web technology.
- Creative application of AI, sensors, light control, in storytelling.

Blank AS
Teknolog September 2016 - September 2017

- Frontend web development using React/Redux, Elm, HTML, CSS.
- Backend/API development using Node.js, Rust, Haskell with PostgreSQL database.
- Infrastructure management using cloud services (AWS/Google Cloud), deployment using Docker/Kubernetes, continuous integration using Travis.

The Future Group AS

Developer TV Tech

November 2015 - August 2016

- Real-time network system architecture and gameplay programming.
- Plugin for low-latency SDI video input/output to/from GPU texture in UE4.
- Implement low-level network protocols for talking with various types of sensors and hardware devices.
- Project management, technical interviews with potential candidates.

Norse Digital AS

Game Developer

April 2015 - October 2015

- Unreleased mobile game in Unity for external client.
- Team lead for nearshore resources.

Inconspicuous AS

CEO & Founder, Self-employed

August 2013 - Now

- Cross-platform game development using Unity 3D and Unreal Engine 4.
- Released titles:
 - Jiggly Bear in Outer Space (IOS)
 - A Game of Frost and Flame (Web)
 - Ghosts in a Dungeon (PC)
- Currently in development:
 - Heroes in the Fast Lane (IOS/Android)
 - Ebony & Ivory (IOS/Android)

Norwegian University of Science and Technology (NTNU)

Teaching Assistant

August 2008 - June 2009

- Object-oriented Programming
- Discrete Mathematics

ABOUT ME

I am a hands-on, curious and analytical problem solver who enjoys understanding, breaking down and simplifying complex tasks within specialized domains. In my work, I employ a mix of creative and critical thinking, while staying result-oriented and focused on the end-user experience. Constantly learning and enjoying a huge and ever-growing range of various peculiar interests, including but not limited to:

- Mechanical keyboards
- 3D-modeling, digital painting
- DIY, arts and crafts
- 3D printing, CAD/CAM/CNC manufacturing
- Jogging, animals

LANGUAGES

Norwegian, English, Mandarin Chinese

REFERENCES

Provided on demand.