

Master in IT, specializing in AI with C++ and C# knowledge

As a graduate with a master's degree in IT, Games Technology, I possess the ability to catch on to software tools and practices quickly. During my masters I developed most of my projects in C# or C++. Some of these projects were made in collaboration with others in different disciplines than me. This resulted in me further developing my communication skills and passion for collaboration in developing games. I enjoy working with rendering, geometry, and shaders. Others say about me that I am organized, have a systematic approach to problem solving and I focus on the quality of the product while balancing deadlines. I strive to always learn more about my craft and want to broaden my horizons to make the best possible game.



EDUCATION

2021 - 2023 MSc in Games Technology, ITU

- AI development
- Deep learning
- Game programming and development
- Graphics programming
- Gameplay testing
- Working in interdisciplinary teams

Master thesis: CREAC: A creature mixed-initiative co-creativity tool for designers

- Creating an AI tool for game designers to ideate creature designs
- The user can evolve the prompts used to generate the creatures
- The tool uses stable diffusion to generate the images of the creatures
- 95% of the participants would use the finished tool again

2018 - 2021 B.Sc in software development, ITU

- AI development
- Agile development and project management
- Web development
- Mobile development
- Algorithms and databases
- Manual and automatic testing

Bachelor thesis: STUDBUD

- Explores how to find an optimal schedule for a university student
- Using constraint programming and IBM ILOG CP Optimizer
- The user study found the tool helped to planning
- Found 15-40 optimal schedules in one minute

PROJECTS

2022 THE MENDER

- Roles: Programmer and assistant artist
- Course: Game world design
- Group project with 4 people
- Implemented a game designer's vision as well as collaborated with them on the game design.
- Used Unity and C#
- For windows and web browsers

2022 A RAINY DAY

- Course: Graphics programming
- Individual project
- Implemented Physically based rendering (PBR) to simulate a rainy day in an urban environment
- Used OpenGL and C++
- For windows

2022 WELCOME TO ADULTHOOD

- Roles: AI Programmer
- 3 day game jam with the theme "Collaborate with AI"
- Group project with 4 people
- Used different kinds of AI in to add gameplay
- Used Unity and C#
- For windows and web browsers

ABOUT ME

In my spare time I play video games, developing games, crochet, and paint. The paintings are mostly of landscapes where I find inspiration from Pinterest or Bob Ross tutorials. I like to play on different platforms such as pc, mobile and console. I combine my hobbies in the form of crochet characters from the games I develop, either as big plushies or as small key chains.



SKILLS

- C++
- C#
- Python
- Java
- Vector mathematics
- AI development
- Deep learning
- Debugging and manual testing
- Agile development

Software

- Unity
- Git & Github
- Notion
- Visual studio
- Xara Designer

Languages

- English
- Danish

PERSONAL SKILLS

- Organized and able to prioritize tasks
- A good communicator
- Able to give and receive effective feedback
- Creative and artistic
- Likes to take initiative
- Open and flexible mindset
- Able to quickly prototype possible solutions

References can be given upon request.