

# Senior Software Developer CV

## Personal Data

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Online portfolio: <https://kaspergchristensen.dk>



## Profile

- Kasper is a generalist developer with a background in game design & development, web development and multimedia design with 8+ years of experience in the industry.
- Kasper is a jack-of-all-trades when it comes to working with digital products, both independently and as part of a team.
- Kasper is a hardworking team player who is devoted to his promises and deadlines, and good at solving problems with both project scope and client needs in mind.
- Kasper takes pride in his work and likes to keep his code clean, structured and well documented, while still taking the time to help his peers and colleagues.
- Kasper has a working proficiency with Unity, C#, Git, ASP.NET Core MVC, PostgreSQL, OOP design patterns, Scrum, Adobe Photoshop, data modelling & database design, PHP, MySQL, WordPress CMS, Symfony 2 framework, JavaScript, CSS, SASS with Compass, HTML5, JetBrains PhpStorm, Microsoft Office, and Windows.

## Work Experience

2021.04 – 2022.07 (1 year, 4 months)	<b>Senior Developer</b> , Replay Institute, Brøndby, Denmark Developing tactical sports software for professional football clubs for desktop and developing a scalable backend solution to power it, using Unity, C#, ASP.NET MVC Core, PostgreSQL and Git.
2017.01 – 2021.04 (4 years, 3 months)	<b>Unity Developer &amp; Software Architect</b> , Brain+, Copenhagen, Denmark Developing a brain training app for Android and iOS with games that train specific parts of the brain and provide useful statistics for players and professionals, using Unity, C# and Git.
2016.08 – 2016.10 (2 months)	<b>Gameplay Engineer Intern</b> , KAPAW! Games, Copenhagen, Denmark Developing an unannounced singleplayer game for desktop (Windows/Mac) and mobile (Android/iOS) using Unity, C# and Git.
2016.08 – 2016.08 (2 weeks)	<b>Unity Developer</b> , The Gentlemen Broncos, Copenhagen, Denmark Developing an unannounced VR experience project with 360 & stereoscopic video, using Unity, C#, Gear VR, Google Cardboard and Git.
2016.02 – 2016.06 (5 months)	<b>Game Programmer</b> , Investigate North, Copenhagen, Denmark Programming game mechanics and UI functionality with CryEngine, Adobe Flash and Perforce.
2013.12 - 2014.08 (9 months)	<b>Web Developer</b> , HTML24, Amager, Denmark Frontend and backend web development with PHP, WordPress CMS, Symfony2 Framework, MySQL, JS, CSS3, HTML5 and Git.
2013.07 – 2013.12 (6 months)	<b>Web Developer Intern</b> , HTML24, Amager, Denmark Frontend and backend web development with PHP, WordPress CMS, MySQL, JS, CSS3, HTML5 and Git.

## Projects (See additional projects at the online portfolio: <https://kaspergchristensen.dk>)

ReplayFootball, Unity app & web backend 2021.04 – 2022.07	Responsible for: Web backend solution development, Unity/Backend integration, Unity UI integration, Unity/Backend data processing, Unity/Backend feature development and Mentoring.
Evolution Brain Training, App, Unity 2017.01 – 2021.04	Responsible for: Game mechanics, input handling, UI integration, application architecture and data persistence using C#.
“Singleplayer game”, Game, Unity 2016.08 – 2016.10 (Unannounced)	Responsible for: Technical lead, gameplay programming, data persistence, input handling, animation/effects programming, audio/music programming, level design, game design.
“VR Experience”, Application, Unity 2016.08 – 2016.08 (Unannounced)	Responsible for: Developing the core code base for a VR experience, including working with 3rd party 360 video player API, VR input handling, UI implementation, 3rd binaural audio player API, using Git and C#.
SpaceMercs, Game, Unity 2015.01 - 2016.06	Responsible for: Game mechanics, input handling, enemy AI, UI integration, audio implementation and real-time cross-platform networking using C#.
Aporia, Game, CryEngine 2016.04 - 2016.06	Responsible for: Game mechanics and puzzle design using FlowGraph.
Unpunished, Game, CryEngine 2016.02 – 2016.04	Responsible for: UI implementation and integration using FlowGraph and Flash.
Blobbers, Game, Unity 2015.10 – 2015.12	Responsible for: Game mechanics, input handling, enemy AI, UI implementation and integration, data persistence and audio implementation using C#. Used scrum as development methodology.
Blazing Badlands, Game, Unity 2014.09 – 2014.12	Responsible for: Game mechanics, input handling, enemy AI, UI implementation and integration and audio implementation using C#.

## Education

2014-2016	The IT University of Copenhagen, <b>MSc Games, Game Design</b> Thesis: “SpaceMercs: Designing games for collaborative play”, grade: 10 (B) Average grade: 9.0 (B)
2012–2014	The business academy of Copenhagen, <b>Professional Bachelor, Web Development</b> Average grade: 12 (A)
2010-2012	The business academy of Copenhagen, <b>Professional Bachelor, Multimedia design</b> Average grade: 9.7 (B)
2007-2010	HTX Lyngby, Gymnasium (Majors: Communication/IT & English) Average grade: 8.9 (B), Major grades: Communication/IT 12 (A), English 10 (B)
2006-2007	Idrætsefterskolen Klintsøgaard, independent residential school Average grade: 9.7 (B)
1997-2006	Søndersøskolen, pre-school, primary & lower secondary education Average grade: 9.8 (B)

## Courses

IT University of Copenhagen	<ul style="list-style-type: none"><li>• Game Design: 10 (B)</li><li>• Foundations of Play and Games: 7 (C)</li><li>• Game Development: 12 (A)</li><li>• 3D Game Art: 10 (B)</li><li>• Artificial Life &amp; Evolutionary Robotics: 7 (C)</li><li>• DADIU: Joint university &amp; art school game production (3 games over 6 months)</li></ul>
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