



SIMON STÅLHANDSKE

Simon is an all-round Unity game developer and designer with a background in physics, programming, and teaching. His areas of focus are in gameplay and prototype development. Technical skills include C# programming and deep knowledge of Unity, but if need be he will even fix an image in GIMP or make a sfx in Ableton. Simon can also boast about having developed a large number of small indie games.

MAIN COMPETENCIES

Programmer	Game programming in Unity (C#) since 2014. Programming in Java, C++, PHP, Python... since 8 th grade. Strong math and analytical skills.
Game developer	Designer and developer of games such as <i>Jumpsquare</i> , <i>NorthSouthEastWest</i> , <i>Pico Pirates</i> and <i>Colorave</i> .

PORTFOLIO

WWW.STALHANDSKE.DK

WORK EXPERIENCE

2007 – 2015	Kapow Software, Hørsholm <i>Tutorial video production, QA tasks, and web development.</i>
2015	Calendize, Copenhagen <i>Manager of an 8 person team producing web scrapers.</i>
2015	Game Swing, Copenhagen <i>Intern. Development of the co-op AI of the game Stikbold.</i>
2015–2016	IT University of Copenhagen <i>External lecturer in Game World Design with focus on tech and Unity. TA in Game Design and Game Development.</i>
2015–2016	Vallekilde Højskole, Hørve <i>External Unity teacher for the Game Academy students.</i>
2016	Astrid Refstrup <i>Developer on the DFI funded game Worlds Greatest Liar.</i>
2016	Immerse <i>Unity developer on 360 video VR project.</i>
2016	KADK, School of Design <i>Teaching assistant in two game development and design courses.</i>

FORMAL EDUCATION

2009 - 2012	BA Physics and Nanotechnology, DTU
2014 -2016	MSc Games, ITU