

# Frans Peter Larsen

Team Driven | Proactive | Experimental



## Profile

Game Developer with love for creating playful activities and interest in designing systems that facilitates emergent gameplay. Participated in 27 Game Jams since 2012. Dedicated to establish healthy working environments and diversity.

## Languages

Danish	Native
English	Fluent

## Technologies

Unity (C#)	Expert
C++	Novice
Java	Advanced
Arduino (C)	Intermediate
Adobe Photoshop	Expert
Blender	Advanced
Full Stack WebDev	Intermediate
Python	Novice

## Skills

Rapid Prototyping  
User Experience  
Agile/Scrum Development  
Server Management  
GNU/Linux  
Unified Modelling Language  
Project Management  
Version Control  
Graphical Designing  
Signal Processing  
Amazon AWS/Heroku

## Work Experience

2015 - Present  
**IT Manager, Øresundskollegiet, Copenhagen S**  
Consulting and IT Infrastructure for the Nordics biggest dormitory. Includes managing Infoscreens, Network Management, Printer, Web Development and Media.

## Education

2017 - Present  
**MSc. Games Technologi, IT University, Copenhagen S**  
9 Game Prototypes (5 months), 1 Game Project (5 months) courses for Game Culture, Data Mining and Statistics for Game Design. Game Engine- and Graphics Programming.

2016 - 2017  
**EUS, Retail Management, Niels Brock, Copenhagen**  
Entrepreneuring and getting fundamental knowledge in company management, branding, marketing and human resources.

2013 - 2017  
**BSc. Medialogy, Aalborg University, Copenhagen**  
Heavy focus on Human-Computer Interaction. Hands on experience with Virtual Reality, Multiplayer, Microcontrollers/Arduino programming and User Experience.

2012 - 2013  
**BSc. IT & Communicationstechnology, Technical University of Denmark, Lyngby**  
Software Engineering with focus on Network Technologies. Fundamental Algorithm and Data structures courses together with Mathematics and Physics.

## Volunteering

2018  
**Level One: Jam!, IT University, Copenhagen S**  
Organiser of IT University's first self-hosted Game Jam, Level One: Jam! 2018 (80 participants)

2016 - 2017  
**Summer Game Jam, Aalborg University, Copenhagen**  
Organiser of Summer Game Jam 2016 (15 participants) and 2017 (7 participants)

2016 - Present  
**Computergroup, Øresundskollegiet, Copenhagen S**  
Free Technical Support twice a week for residents of Øresundskollegiet. Varies from basic software debugging to replacing circuitry.