

Frans Peter Larsen

Team Driven | Proactive | Experimental

Jalict.com



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 |

Experience

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

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
Entrepreneurship 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.