

Frans Peter Larsen

Team Driven | Proactive | Experimental

Jalict.com



Profile

Game Developer with love for creating playfull 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
Entrepreneuring and getting fundmental 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 Engeneering with focus on Network Technologies. Fundemental 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.