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Top Skills

Game Development

PlayStation 5

Virtual Reality Development

Languages

Danish (Native or Bilingual)

English (Native or Bilingual)

Game Designer (Professional Working)

Mads Sønderstrup

Game Developer at Bolverk Games

Hvidovre, Capital Region, Denmark

Summary

My passions lie primarily with being an architect of play. That's why I have a professional's bachelor's degree in Computer Science and a Master's degree in Games; Design and Theory. Because the kind of skills I want to do what I do requires knowledge in areas of both tech as well as design.

I have designed architectures to serve as the backbone of reporting platforms, made tooling for everyday users, helped design and implement various company-wide solutions and been put in charge of leading the development of a brand new type of title in games never seen before.

Ultimately what I want is to engage with play in all its form.

Experience

Bolverk Games

Lead Game Developer

September 2022 - Present (1 year 3 months)

Capital Region, Denmark

Lead Developer for the project currently known as "CineClash". Public information available here: <https://www.cinemataztic.com/products/cineclash>

I have also been part of porting Bolverk's VR title called "Genotype" to the PlayStation 5 PSVR2.

My responsibilities include:

- Design of the Overall Code Architecture
- Design and Maintenance of our Git Strategy and Repositories
- Implementation of the Games overall Flow
- Programming Gameplay Logic
- Programming Backend Logic
- Converse and plan with Lead Designer and Project Lead

- Creating and Keeping Deadlines
- Delegate Tasks to other Team Members and help them prioritize their time.
- Reviewing the work of other Team Members

DIY Perks

Community Manager

December 2021 - Present (2 years)

Remote

Part-time Community Manager for the DIY Perks YouTube channel primarily on his Discord Server and Community Forum. The position was paid from Dec 2021 to Jan 2022 and is now voluntary.

My tasks include:

- Exploring ways of expanding the community and maintaining it
- Engage the community to foster an inclusive and welcoming environment
- Moderate the forums to ensure a sober and proper tone and attitude
- Have quarterly meetings with Matt about the community and how we can improve, expand or engage with it.
- Hire volunteer staff to take on moderation functions to make sure the communities are properly covered.
- Convey messages to Matt if needed from the community itself.

Brunata a/s

Software Developer

July 2021 - September 2022 (1 year 3 months)

Copenhagen Metropolitan Area

At Brunata I had to help with maintaining, updating and expanding the backend systems. This included writing unit and function tests and primarily working with data handling, processing and verification.

Dynamic Realities

CEO

June 2012 - May 2022 (10 years)

Copenhagen Area, Denmark

My own company which I've been administrating weekly since it was founded. As CEO of a very small company I have had to learn a lot of things about how to even run a company like this and manage people. The company itself is a Game Development Company that hopefully one day will be profitable and sell awesome games! I am a Programmer by trade and as such I take care of a lot of technical things already. But I've had to acquire more skills and more understanding since I started this company.

So far this includes:

- Project Management.
- Managing a Group of varying size between 3-12 people at a time.
- Gaining insight into multiple fields of Game Development to better understand limitations, possibilities and work processes for the people responsible for those areas such as: 2D and 3D Graphics, Writing, Music and others. This ensures that I talk the same language as the one responsible for that field and can better understand and work with them to ensure an optimal working environment.
- Negotiation and writing of Legal Contracts.
- Basic understanding of Marketing and the usage of Social Media to do this.
- Web Design and Maintenance.
- Manage the financial and economic situations in the company.

There are also various other small tasks and ad-hoc jobs that I have to do from time to time as they come up.

Unity

Event Host

August 2019 - September 2021 (2 years 2 months)

Copenhagen Metropolitan Area

This was a voluntary position that was passed to me from another person who was host before me. The job consisted of organising and hosting events for Unity at their Copenhagen offices, averaging 2 events per month.

The tasks included:

- Finding speakers for the event
- Planning the logistics of getting food, drinks and location booked
- Talking to and arranging for speakers to talk about their subjects
- Promoting the event on various social media platforms such as Reddit, Discord and Facebook
- Creating promotional graphics for each event page on Meetup.com

ZENZO Ecosystem

Lead Game Developer

February 2021 - July 2021 (6 months)

Worked on a project that is under NDA. The work was paid on a per-milestone basis. Contract was terminated due to the company shutting down. The work included the following tasks:

- Game Design
- Design of the Backend Architecture
- Design of the Frontend Architecture
- REST services
- Implementation of the Backend Architecture

Technologies include:

- MySQL
- Microsoft Server
- C#
- ASP.NET
- Unity3D

Rigsarkivet

Software Developer

September 2019 - July 2021 (1 year 11 months)

Copenhagen Area, Denmark

Working at the Danish Royal Archives I had to primarily work on a frontend solution in C#, using .NET Core 3, ASP.NET and MVC. The solution was in a very complex domain with a lot of data and edge cases as the software was supposed to replace a legacy solution written in Delphi.

The main point of the software was to ease and automate a lot of processes used by Archivers to speed up the work process and standardize data submission to reduce user error. The backend solutions to data storage was a mix of SQL databases, tapes and other long-term data storage formats.

Part of my job also dealt with REST APIs to deliver data. These were also written in C# using .NET Core 3

Flowint

Software Developer

September 2018 - March 2019 (7 months)

Denmark

Having to work with various parts of the back-end mainly, using JavaScript as the main language with HTML and CSS as well. Working with frameworks such as React and Redux.

TekniskHjælp

IT Supporter

September 2017 - August 2018 (1 year)

Frederiksberg

At Teknisk Hjælp I've been employed part time to take on all kinds of Support Assignments across various different kinds of technology. From computers to tablets to phones to sound systems and Televisions, there is not limit to what kind of technical issues I've had to look into in order to see if I could fix it. The job consists primarily of meeting up at the customers place to fix their issue while the customer is present and at times remote support via TeamViewer.

Jet Time

Software Developer

November 2015 - August 2017 (1 year 10 months)

Copenhagen Area, Denmark

ASP.NET, C# and JavaScript development, mostly with the purpose of integrating systems or creating bridges between different software. There have also been in-house development for an Excel 2013 Add-In as well as an internal Project Overview Portal.

Additionally this also gave me the opportunity to work with a Microsoft SQL Server 2012 as I've had to create Views, Procedures and query the databases we have many times.

Bankernes EDB Central

IT Supporter

January 2013 - July 2015 (2 years 7 months)

Denmark, Roskilde

At BEC I was employed as IT Support for half a million daily online banking users from a wide variety of different Danish banks. The job included:

- Support by Phone
- Support by Email
- Use of Internally Developed Ticket Handling Software
- Sharing Information on Sharepoint
- Various Ad-hoc assignments

The workplace was always busy and I had to support the users of the online banking solution that BEC provides. At the time we often got 4-500 calls a day as well as several emails normally and about 600 to 800 calls on busy weeks, split between typically 4-5 IT Supports or as many as 7-10 supporters on the busy weeks.

Education

IT-Universitetet i København

Master's degree, Computer Games and Programming Skills · (2017 - 2019)

Copenhagen Business Academy

Bachelor's degree, Computer Science · (2014 - 2015)

Selandia, Denmark

Bachelor of Applied Science (B.A.Sc.), Computer Science · (2012 - 2014)