



Hjalte Tagmose

Indie Game Developer



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SKILLS

C# Unity Java

Python C++ HLSL

JavaScript ML

Racket SQL

HTML/CSS Pixel art

OpenGL Lua

Photoshop Illustrator

EDUCATION

Semester Abroad

Hanyang University

02/2021 - 07/2021

Seoul

BSc in Software Development

IT University of Copenhagen

08/2019 - 08/2022

Copenhagen

WORK EXPERIENCE

Intern

Zaxis

06/2015 - 08/2015

København

Achievements/Tasks

- I designed levels for SpinFish using in-house tools and Unity

Unity Teacher

New Nordic Youth

09/2018 - 12/2018

Hundested

Achievements/Tasks

- Teaching my own Unity class
- Creating my own lesson plans and example projects

Teachers Assistant

IT University of Copenhagen

08/2021 - 12/2021

København S

Achievements/Tasks

- Supervising & helping large groups of 1st semester students

Front-end Developer

INVISIO Communications

07/2017 - 12/2018

Hvidovre

Achievements/Tasks

- Designed the appearance and experience of an internal program
- Worked closely with the rest of the software team, to ensure proper functionality and code structure
- Worked with the project manager, graphic designer and more, to achieve great UI/UX

C# Developer

Biometric Solutions

12/2021 - Present

Skovlunde

Achievements/Tasks

- Working closely with a team of developers to quickly create and deploy software
- Developing secure SQL applications and working with existing infrastructure

Game Developer

Real Fast

01/2014 - Present

København S

This is a company I started with a few friends, which has since become a solo venture.

Achievements/Tasks

- In 2017 I released my first commercial game called Despot Dungeons

Game Developer

Kontraktor Entertainment Bureau

07/2021 - Present

A game company, I'm running with a friend. We're currently developing our debut title, Szrot.