

CV for:

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Allround programmer with experience in all fields of game development, such as gameplay, graphics (3d & 2d), interface/GUI, physics. Creates my game ideas mainly in **C#** and **XNA**, but have experience in other environments aswell, such as **Unity3d**, **Blitz3d**. Has worked on tons of games, which some have been published; see below. Interest in gameplay, graphics, gui and physics sides of game development.

Work experience:

2009 - present – Work at Tonic Games Aps, hired by Dynascore Aps to develop an innovative sound middleware product called "Audioflow". Team of three programmers, my job is developing an intuitive music editor created in winforms with a custom GUI written in **C#** and **XNA**.

2008 - present - Working on own games for the xbox and pc, using **C#** and **XNA**:

- Cubism published in 2010 on Xbox Live (www.xbox.com/live)
- Turbine, 3D rendering engine in xna, featuring deferred rendering.
- Little golf - Mini golf game
- Tank Game - a 3d tank game, where you compete against each other
- Crazy Cranes - a puzzle game where you build cranes
- Megatons of fun - Turn based satirical strategy game
- TitanUI - A graphical user interface (GUI), with support for mouse and xbox controller
- TreeGen - A realtime tree rendering system, used in my games
- Plus lots more, see website at: www.sarkania.dk/jeppe

2006 – 2008 – Game programmer at Pollux Gamelabs, Njalsgade 88, 2300 Copenhagen. S. Used C# with Direct X (XNA)

(Worked on **Lost Empire: Immortals**, was in 2008 nominated in: "Best Nordic Game" – www.nordicgame.com .)

Publishing of own games:

2002 – 3D Mini Golf

2004 – Tricycle Racers

2005 – Pitch n Putt

2005 – Goofy Go-Karts

2006 – Extreme Snowboarding (*In collaboration with an english artist*)

(Published by "Idigicon", England – www.idigicon.com – games are still being sold in the "games" section.)

Freelance & freetime projects:

- GUI library for Blitz3D, sold via Share-it – (www.shareit.com)
- Particle System for Blitz3D, sold via Share-it – (www.shareit.com)
- "Panorama" - 3D Terrain Editor, sold via Share-it – (www.shareit.com)
- Games made in XNA, runs on PC & Xbox
- Java games
- All kinds of small programs, algorithms, graphics effects, and games
- Portfolio at: www.sarkania.dk/jeppe

Education:

1988 – 1996 - Rønnebæk skole – 0. – 7th grade

1996 – 1998 - Lindebjergskolen, Næstved – 8th – 9th grade

1998 – 1999 - 10th grade at "10'eren" i Næstved

1999 – 2002 – Technical Gymnasium – HTX - Næstved

(Level A - math and physics)

2002 – 2005 - Studies at Copenhagen University College of Engineering (including Math and Physics)

Experience in following technologies:

- C#
- .NET framework
- Visual studio
- Winforms
- Direct X
- Managed DirectX
- XNA
- Java
- Eclipse
- Unity3D
- Blitz3D
- C++
- CodeWarrior
- XBox360 Development
- Wii development using CodeWarrior
- Visual Basic
- Delphi
- HTML
- XML
- ASP
- ASP.NET
- CSS
- Various physics engines (Tokamak, ODE, Box2D, Chipmunk)
- Photoshop
- Paint Shop Pro,
- 3d Studio max
- Wings3d
- Character FX
- LithUnwrap
- Terragen
- AutoCAD
- ProEngineer
- Inventor
- Cinema4D
- Excel
- Access
- Word