DENNIS SCHAU ANDERSEN
PROGRAMMER | TECHNICAL ARTIST

CONTACT

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dschaua.com

Horsens 8700, Denmark

SKILLS

- C#
- C++
- Python
- Java Script
- HTML
- React
- CSS
- Unity
- Unreal Engine
- Devops
- Git
- Jira
- Confluence
- Management
- Maya
- Photoshop
- Rapid Prototyping
- Idea Development

LANGUAGES

- Danish
- English
- German
- Japanese

PROFILE

I'm a versatile pro with 7+ years in software engineering with a focus on interactive systems and game development, blending top-tier programming and technical artistry skills.

My expertise centers around building robust systems across diverse domains, spanning areas such as software architecture, user experience design, and artificial intelligence.

Off-screen, I'm a die-hard gamer (RPGs, Soulslikes, and more), a Dungeons and Dragons Dungeon Master, and a decade-long weightlifting enthusiast.

Creativity fuels my passions - from drawing to photography. I'm a bookworm, loving "The Secrets of Nicholas Flamel" and "Harry Potter." I'm also a cooking enthusiast, perfecting pizza and fried chicken. Plus, I'm a game jam champ.

WORK EXPERIENCE

CTO, Lead Programmer & Technical Artist
Digital Devotion Games   2021 - 2023

Digital Devotion Games, founded in 2019 by me and a group of friends, received funding in 2021. Our main project was Project Tumble, a multiplayer roguelite game designed for exciting journeys with friends. Given our small studio size, I took on various roles within the project. Unfortunately, the game was left unfinished due to funding constraints.

- CTO Responsibilities:
  - Managed procurement and maintenance of essential software.
  - Primary focus on Unity and version control system.
- Lead Programmer Responsibilities:
  - Oversaw all critical aspects of the codebase.
  - Managed a team of programmers.
- Collaboration:
  - Acted as the primary liaison between different teams.
  - Collaborated closely with animators, artists, and audio designers.
- Technical Artistry:
  - Supported artists by creating shaders.
  - Researched and implemented tools.
  - Optimized visual effects (VFX).

Programmer & Technical Artist
Dadiu Program   Sep 18 - Dec 18

DADIU is a Danish game development program that runs a full-time semester yearly. Students form teams mirroring real game studios, covering various roles. During my time, I worked as a programmer and technical artist and took on some lead responsibilities. Our primary project was "Eventide," a fast-paced mobile action game released on Google Play.

- Responsibilities:
  - Primary focus on Unity and version control system.
  - CI/CD Setup and Implementation via Jenkins.
- Collaboration:
  - Acted as the primary liaison between different teams.
  - Collaborated closely with animators, artists and level design.
- Technical Artistry:
  - Supported artists by creating shaders.
  - Optimized visual effects (VFX).
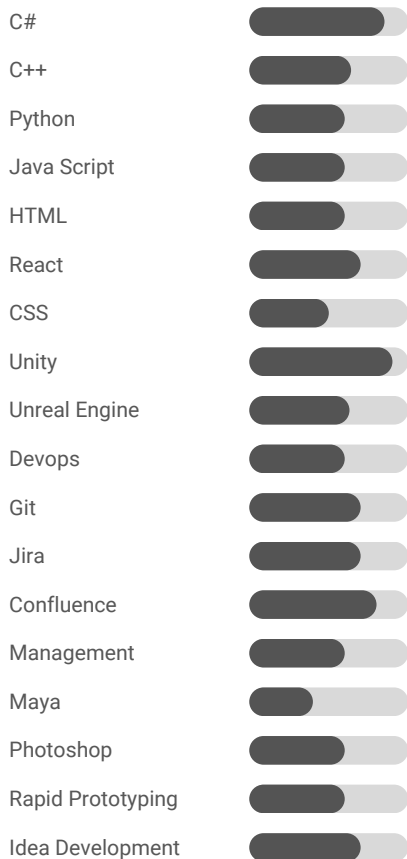
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EXPERTISE

- Tool Programming
- Gameplay Programming
- AI Development
- UI/UX Design
- Animation
- 3D Modelling
- Graphics & Shaders
- Networking
- Audio Integration
- AR/VR Development
- Performance Optimization
- Version Control
- Debugging & Profiling
- Team Collaboration
- Project Management
- Continuous Learning
- Problem Solving
- Adaptability

EDUCATION

Masters Degree in Medialogy

Aalborg University   Sep 17 - May 19

Completing my master's degree solidified the knowledge I gained during my bachelor's studies, and the specialization in game development provided me with targeted courses to enhance my skills in this field. I took courses such as AI Programming, Game Design, and Narrative Design, which deepened my understanding and capabilities in these areas.

Bachelor In Medialogy

Aalborg University   Sep 14 - May 17

During my bachelor I gained a lot of experience with problem based learning which is one of the major aspects of AAU - which means that you work in a group on a written assignment each semester and in the case of Medialogy it also usually included a practical aspect. In most of my semesters I made an interactive experience or a game.

During my bachelor some subjects I worked with were interaction design, AI, digital sound engineering, image processing, AR/VR and A/V productions.