

CV



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Languages

Danish and English fluently, German for tourist-needs.

Java, C/C++, Swift, MySQL, Pure Data, and C# for scripting in Unity.

Qualifications

Sep 2012 - Aug 2016: IT-engineering student

As a past DTU engineering student I have, through working on different projects, attained a good deal of experience working in 2-7 man teams. The projects involved both shared and individual responsibilities, planned per a deadline, often using agile methods.

Sep 2014 - Dec 2016: Various Teaching Assistant positions

I have worked as a Teaching Assistant on multiple courses on DTU as well as an AI course on DIS. My primary function as TA have been to clarify and explain the material, converting my own understanding and knowledge to something other people can understand.

Feb 2015 - Sep 2016: App-developer

I have had 5 months full-time, as well as a year of part-time, as App-developer at Delta (now a part of Force Technology). My responsibility has primarily been development of a companion app to assist in the gathering and evaluation of data, with the help of sensors. Most of my job was to identify the needs of the end-users as well as making qualified suggestions for useful features, and test these with users as well as sales personnel responsible for marketing the device and app.

Feb 2015 - Sep 2016: Lead Programmer

During this time I have been part of a startup called Four04, as Lead programmer, managing and developing in a team of 5 programmers and several artists, in an attempt at making a company that could both make games, and make money from software-development. I mainly translated requirements specifications from customers, as well as game mechanics in our game designs, to programming tasks for my team, as well as making sure we hit our deadlines.

Sep 2016 - Jul 2018

My time as a Game Design student at ITU have taught me a lot about design. How to express ideas to other people. Building on my experience of working in teams, to also use the benefits of teamwork to fuel creativity.

Sep 2017 - Dec 2017: Project Manager

As a Project Manager at DADIU, working closely with a Game Director and our team of ~4 designers/artists and 6 programmers with a Lead, to make games. We have had two productions on unnamed titles, and a 6-week production finishing in mid December. This gave me a great perspective into producing a game together with a big group of people and all the benefits and challenges it brings. Read more about DADIU here: <http://www.dadiu.dk/semester/>

Aug 2018 - Sep 2018: Level Design Intern

As a Level Designer, my main responsibilities involved refining the existing design of the levels according to feedback from QA and the Game Director. Through the project i used the Glacier2 visual scripting to set up and adjust the levels, striking a balance with function according to the design, and visual aesthetics, a balance requiring close work with environment artists.

Another of my contributions is the development of some of the ingame achievements, or "Challenges". I participated in the design of what would be interesting challenges to complete on one of the levels, as well as take pictures that should guide and excite the player towards completing the challenge.

For a full overview of my profile see also: www.linkedin.com/in/mike-karstensen

Highlighted Projects

Snowblind

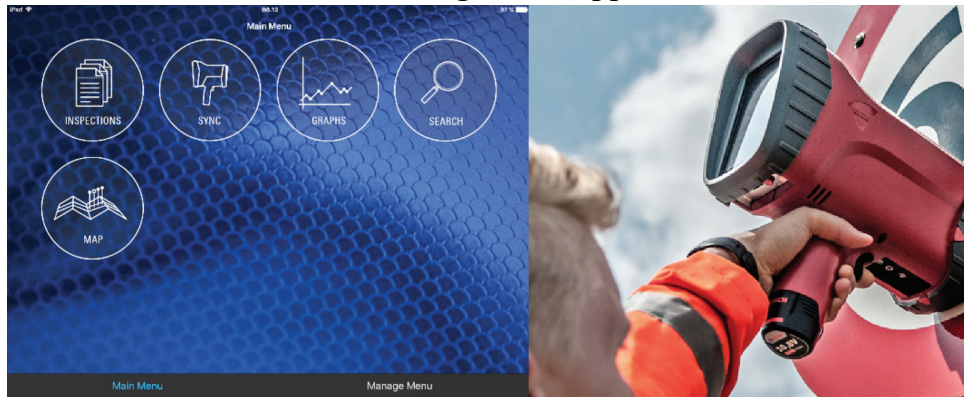


This work in progress, is a game about being lost in the forest, climbing trees to navigate, and building fires to stay warm. My current connections with experienced Project Managers as well as others on similar 6-weeks productions, help me create the necessary frame for the creative work required. Beyond planning the work and setting and keeping Deadlines, i also facilitate meetings and discussions about the game-design and general direction of the game together with our Game Director. The game is released on Android and Apple, phones and tablets.

Unnamed Project

As part of my time in DADIU i have helped make two versions of a small game that was thought as a companion game to a children's book. The game's concept and visuals are owned by a company and i can therefore not share any pictures or detailed description of the project. My part in the project was as project manager, and i was mainly part of developing the concept and scope, as well as planning the production.

RetroSign GRX app



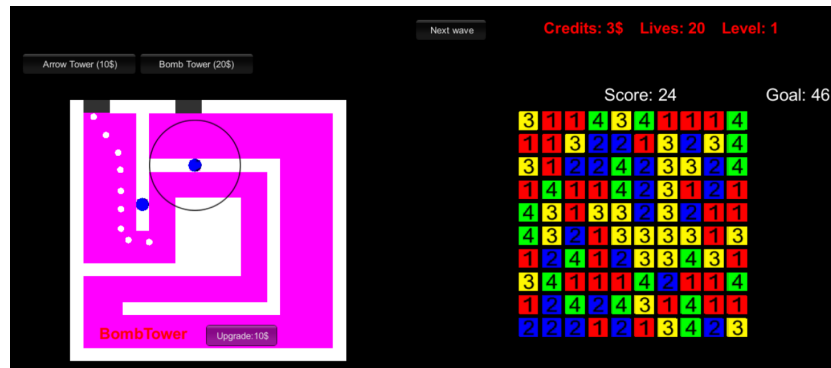
The 'RetroSign GRX' app was the project i did in my 5 months working full time at Delta. My part in the project started when the app was nothing more than a 1 page pitch, as a pilot project for the company to move in to the app and data processing markets. I took it from idea to concept, to testable prototype, while in constant communication with the sales/marketing personnel as well as the electrical engineers directly responsible for the HW/OS of the sensor itself. My main responsibilities ended up being proving feasibility and figuring out the main problems the app could solve for the end user. In the end i also had a few weeks of consulting to hand over the project to the engineer who would turn the prototype into a releasable optimized product.

Homecoming



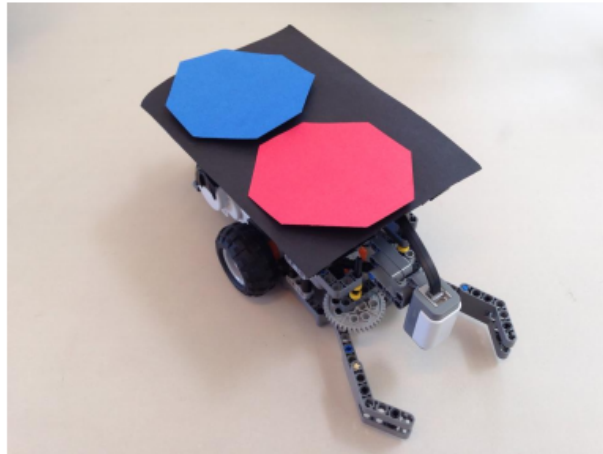
Homecoming is a game about surviving the horrors of war in the Vietnamese jungle. The player takes lead of a group of soldiers tasked with a mission, and must take responsibility for the hard decisions that is part of war. The game is a prototype created for the course in Game Design at ITU, and involved coordinating a team of people of very different skills and backgrounds and finding a common language of communication between art, design, and programming. An apk for manual installation on android as well as an essay detailing some of the design thought can be found on this page: <https://archwrath.com/GameLoop.html>

Educational Tower Defense (eTD)



The project was mostly an exercise in prototyping a game, trying a crazy idea and get other people to try it too! The concept was a mix of classical tower defense mechanics, placing towers to beat waves of enemies and Match-3 games to teach people math, while earning “credits” to build towers for. Another interesting parts involved a "Procedural sound-engine" powered by pure-data that provided explosions and other audio feedback, without any sound samples at all.

Minesweeper



The robots final concept.

The “Minesweeper” project was done as part of the “CDIO” concept (Conceive, Design, Implement, Operate) for teaching development at DTU. The project involved all parts of a full developments process, from coming up with ideas for solving the problem, to designing the physical unit and the software. Full text and video here: <https://archwrath.com/Minesweeper.html>

Other Projects

A full overview of my projects can be seen on: <https://archwrath.com>