

Mikkel Balslev

Unity- and Backend Developer

Portfolio: <https://mikkelbalslev.dk>

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About Me

As an avid game enthusiast, I channel my passion into creating engaging and innovative gaming experiences through my numerous hobby projects and active participation in Game Jams. My commitment to acquiring new programming techniques and embracing emerging technologies is evident in the projects I undertake. As a collaborative team player, I thrive on assisting others by diligently troubleshooting issues and crafting inventive solutions.

Hobbies

I revel in both creating and playing video and board games. My passion for storytelling extends to pen and paper roleplaying. I also showcase my creativity as a writer and performer in "Godthåb Revyen" the scout revue. Harmonizing my love for music through "Rockkoret" a rhythmic choir.

Languages

Danish - Native
English - Fluent
German - Rubbish

Experience

- apr. 2022 - **Unity Programmer at Level Up Garage Aps**
Working on their mobile game, Spot Racers. Gameplay and performance. Both in bug fixing as well as new features
- dec. 2020 - **Unity Programmer at Reality+**
mar. 2022
Worked on Doctor Who: Worlds Apart. System- development and design, programming tools, gameplay, backend communication with AWS and a webservice.
- dec. 2019 - **Consultant in Netcompany**
dec. 2020
Systems development and architecture, with new features and bug fixing.
- aug. 2018 - **Student assistant at Arbejdsmiljøcentret**
dec. 2019
Gamification project programmed in Unity.
- sep. 2015 - **Student assistant at Aon Denmark**
dec. 2019
Assisting the IT team.

Education

- sep. 2017 - **M.Sc. IT in Games (Technology line) at IT University of Copenhagen**
jun. 2019
- sep. 2018 - **A semester as game programmer at DADIU,**
dec. 2018
a collaboration among ITU, KU, AAU, etc.
- sep. 2014 - **B.Sc. in Software development at IT University of Copenhagen**
jun. 2017

Volunteering

- nov. 2016 - **Planning and Execution of leader courses**
okt. 2019
(Plan) for young scouts for DDS.
- sep. 2011 - **Scout leader for various age groups in**
dec. 2021
Bellahøj 21st Barking, DDS

Competencies

- C# Visual Studio
- Various AWS services
- ChatGPT
- Databases (no sql and sql)
- Shadergraph and GLSL2.0
- Unity
- Version Control using Git
- Python and Javascript
- Blender3D
- 3D printing