

C.V.

Personal Data

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Last updated: 02-16-2014

Resume

I'm a Master of Science in IT, Media Technology and Games with game design and programming experience from freelancing in the game industry and working on independent titles while studying. My current career objective is to find a position where I can apply and enhance my technical skills and contribute to the development of exciting new digital services and applications.

Work Experience

2004-2014 Game Development

These are the games I've worked on. Some are my own projects, where I've been responsible for everything, and others are projects I've contributed to in different other ways, as explained in the column labeled *My role in the production*.

Title	Year	Genre	Platform	Distribution Channels	My role in the production
Eldritch	2013	3D Horror/Roguelike-hybrid.	Windows, Mac & Linux	Minor Key Games / Steam	Danish localization
Project 2	2013	3D Platformer	Unity	Playdead Aps	Playtesting
Goblins at the Gates	2013	Defensive Shooter	Flash / AS3	Mochimedia	Design & Programming
Ice Cream Builder	2013	Casual / Motivational	Flash / AS3	Samsung Internal Campaign	Programming

Title	Year	Genre	Platform	Distribution Channels	My role in the production
WordIt 2	2013	Word Puzzle	Flash / AS3	Web, Android, Nook, Kindle	Everything
Sumo Wrestling Tycoon	2012	Tycoon	Flash / AS3	Mochimedia	Programming
Attack of the Giant Llamas	2012	One-button Action	Flash / AS3	Mochimedia	Everything but music
Quantum Moves	2012	Serious		Aarhus University	Beta testing
Immune Defense	2012	Serious		Web	Beta testing
Desert Fighter	2012	Action	Flash / AS3	Mochimedia & CPMStar	Programming
Endless Memory	2012	Puzzle	Flash / AS3	Mochimedia	Everything but APIs
Do You Know Flash Games?	2012	Quiz	Flash / AS3	Mochimedia	Danish Localization
Privilege Game Demo	2011	Social Issues	Flash / AS3	Dedicated website	Programming
Bloons Blast	2011	Action	Flash / AS3	Facebook	Beta testing
Space Madness	2010	Cave Flyer	Flash / AS3	MochiMedia	Everything but music and add. graphics
Limbo	2010	Physics puzzle	Xbox	PlayDead ApS	Playtesting
Chain Reaction	2010	Casual	Flash / AS2	ActiveDen	Everything
Minesweeper	2010	Puzzle	Flash / AS2	ActiveDen	Everything
Mouse Avoider	2010	Action	Flash / AS2	ActiveDen	Everything
Bouncing Game	2010	Action	Flash / AS2	ActiveDen	Everything
Falling Objects Game	2010	Action	Flash / AS2	ActiveDen	Everything
Crate Crash	2010	Puzzle	Flash / AS2	The Orange Day	Danish localization
WordIt	2009	Word puzzle	Flash / AS2	Mochimedia	Everything, except audio design
Play the News	2009	News game	Flash / AS2	Impact Games	Beta testing
You Only Live Once	2009	Platform	Flash / AS2	Raitendo	Danish localization
Chili Con Carnage	2008	3rd Person Shooter	Sony PSP	Deadline Games	Playtesting
Abstracta	2008	Action	Flash / AS2	Mochimedia	Everything, except audio design
Abstracta Sonic	2008	Action	Flash / AS2	Mochimedia	Everything, except audio design.
Tower Panic!	2008	Action	Flash / AS2	Mochimedia	Everything, except audio design
Halloween Shooter	2008	Action	Flash / AS2	Mochimedia	Everything, except audio design
Thingfection	2008	Gadget game	Flash / AS2	Mochimedia	Everything, except audio design
Global Conflicts: Latin America	2008	Social Issue Game	Unity	Serious Games Interactive	Beta testing

Title	Year	Genre	Platform	Distribution Channels	My role in the production
RePlay: Finding Zoe	2007	Social Issue Game	Flash / AS2, PHP	Take Action Games, METRAC	Game programming & backend programming
Værdikamp/ (Battle of Values)	2006	Public Service Game	Flash / AS2, PHP	Danish Broadcasting Corporation	Everything, except audio design
Bzzz! Demo	2006	Action	Virtools	DADIU	Game Designer
Asymmetrical Sudoku	2005	Puzzle	Java 5.0, JavaScript	nettxtra.no, sudokusol.it	Everything except localization
3rd World Farmer	2005	Social Issue Game	Flash / AS2	3rd World Farmer Team	Initial concept, game design, programming, public relations

Education

2004-09 **Master of Science in IT, Media Technology and Games, IT University of Copenhagen**

Courses: Computer Game Theory, Computer Game Design, Basic Programming, Introduction to 3d Modelling, Multimedia Programming, Multimedia Production for the Internet, Computer Game Programming, AI in Narrative, Interactive 3D, AI in Game Programming.

Projects: Game Designer on DADIU's cross-disciplinary game production (*Bzzz! Demo*)
User Testing Computer Games - improving a game design through analysis and testing.
Designing a Tool for Comparative Studies in Computer Games.
 Master Thesis: *Time, Place and Autopilots – 'Friendly AI' in Computer Games*

1999-2003 **BA in Comparative Literature, University of Copenhagen**

1997-98 **Danish Author's Academy / Forfatterskolen**

1994-97 **Highschool, Birkerød Gymnasium.**

Living Abroad

2003-04 **Berlin** – Independent studies in game design & programming, 1 year

1993-94 **San Jose, California** – Exchange student in High School, 1 year

Technical Skills

Scripting and programming

ActionScript 2.0	Expert	+ 10 years experience
ActionScript 3.0	Expert	+ 4 years experience
Java	Good	+ 2 years experience
C++ (MFC)	Good	+ 2 year experience
XHTML/CSS	Good	+ 2 years experience
PHP/MySQL	Good	+ 1 year experience
JavaScript/JQuery	Good	+ 2 year experience
Python	Okay	+ 1 year experience
Jess	Okay	< 1 year experience

Tools

Adobe Flash / Builder / Ps / Ai	Expert	+10 years experience
GIMP	Expert	+7 years experience
3DSMAX	Good	+2 years experience

Other Experience

Languages and Travels

I'm fluent in Danish and English, and understand German, Spanish, Norwegian and Swedish fairly well. I've traveled to China, Hong-Kong, USA, Canada, Antarctica, Argentine, Brazil, Ecuador, The Gambia, Egypt, Greece, Italy, Latvia, Spain, Portugal, Czech Republic, Romania, Belgium, France, Norway, Sweden, Greenland, Faroe Islands, Germany, Britain and Ireland.

Awards and Honors

- Golden Joystick Award (1st Prize) for *Værdikamp* in DR and Diginet competition about the best public service game, Nordic Game Conference 2006.
- Adobe MAX 2009 Award in the social responsibility category for *RePlay: Finding Zoe* where I freelanced as a programmer.
- *3rd World Farmer* has been adopted by many relief agencies and educational institutions for use in campaigns and educational activities since 2005.

Affiliations

I'm a full member of The International Game Developers Association ([IGDA](#)) and Association for Computing Machinery ([ACM](#)) since 2009.