

Peter Ølsted

Experience

- 2015–Present **Programmer**, *Io-Interactive*, Copenhagen.
As a tools developer, I overhauled the search system and created an asset size visualizer. As a GUI developer I am the bridge between designers and online programmers. My work involves IOI's Glacier 2 engine, Scaleform and web development.
- 2013–Present **Owner**, *InnerSystems*, Copenhagen.
Personal company for InAudio, an audio solution for Unity.
- Fall 2013 **Programmer**, *Punish Panda*, *DADIU*, Copenhagen.
Winner of Spilprisen 2014. Part of a 17-person team with 7 programmers. My responsibilities were among other things audio, localization, tools, optimization, GUI, save/load and unlocks.
- Fall 2013 **Intern**, *SYBO Games*, Copenhagen.
Prototyped game mechanics from a 2-line pitch and a sketch drawing.

Volunteer

- 2015–Present **Coding Pirates**, *codingpirates.dk*, Denmark.
Teaching kids how to create games and develop software in a variety of environments and languages.
- 2008–2013 **Forum moderator**, *gamereactor.dk*, Denmark.
Moderator for Denmark's largest gaming forum, as part of an ongoing team that helped create the site rules and moderate user behavior.

Education

- 2012–2014 **M.Sc. Games technology**, *IT University*, Copenhagen.
2009–2012 **B.Sc. Software development**, *IT University*, Copenhagen.

Languages & tools

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|------------------|---------|--|
| Professional use | C++, C# | Unity, Visual Studio, Glacier 2, Git, Perforce, JSON |
| Familiar with | C, F# | Linux, Unreal Engine, WPF |

Academic projects

- Master Thesis Procedurally generated 3D multiplayer FPS levels algorithms via player driven evolution. Presented at IEEE Congress on Evolutionary Computation 2015 in Japan. Grade: 12.
- Bachelor Thesis Scalable multithreaded virtual life simulation. The system created 3D physics driven creatures controlled by a neural network. Grade: 10.

Languages

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|---------|--------------------------|
| Danish | Native language |
| English | Professional proficiency |

Hobby

Photography, game jams, video games, fitness and obstacle races.