

Magnus Mouritzen

Game Programmer | Bachelor of Science in Engineering

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EDUCATION & CERTIFICATIONS

- 📅 2025 **GitHub Actions**
Achieving secure and efficient CI/CD and release management through GitHub Actions.
- 📅 2024 **BSE in Software Technology at DTU**
Translated GPA (Finnish scale): 4.34
- 📅 2023 **Exchange semester at Aalto in Finland**

SOFTWARE PROJECTS

A detailed portfolio can be accessed on this [web-page](#).

AI Powered Unity Game

Led a team to produce a large prototype for a Unity game. Integrated Flask server with AI connection, ensured CI/CD for the API and game. Programmed gameplay systems.

Full Game in JavaFX

Built an engine in Java and used it to build a visual game using JavaFX. Includes update loops, a component system, and a collision system, among others.

Blazor Website with CI/CD Pipeline

Website built using the .NET stack including Blazor and Azure. CI/CD via Github Actions to scan for secrets with SonarCloud and deploy to a server.

EXPERIENCE

- 📅 2020 - 2021 **Brugte Computere**
 - Translated difficult technical issues for less technically literate colleagues and customers.
 - Promptly and efficiently solved complex software and hardware issues for customers.
 - Provided technical support, sales advice, and high quality customer service.
- 📅 2019 & 2020 **Dansk Datalogidyst**
Topped multiple internal competitions in the Danish Olympiad training programme for Informatics.
- 📅 2017 - 2020 **Esports Community Manager**
Led an international team in a highly competitive environment, demonstrating leadership, organisation and decision making skills. Managed a community of 100+ individuals.

ABOUT ME

Game programmer with 8 years of project experience and a wide portfolio. Capable of programming in 8+ different languages and extensive experience with industry standard tools such as Visual Studio and JetBrains. Possesses strong knowledge of Kanban and SCRUM tools, including Confluence and Trello. Has real life experience with Agile software development. Trained in test-driven development and formal methods. Analytical and proven problem solver. Strong communication, teamwork, and leadership skills.

SKILLS

Top Languages

C# Advanced ●●●●
Python Advanced ●●●●
C++ Proficient ●●●●

Noteworthy Technologies

Unity Advanced ●●●●
Git Advanced ●●●●
Cucumber Proficient ●●●●

Languages

Danish Native ●●●●
English Fluent ●●●●
Swedish Conversation ●●●●
Finnish Beginner ●●●●

HOBBIES

- Designing, building, and playing board and video games.
- Organising and running tabletop RPGs.
- Tough sports like bouldering.