




# Magnus Mouritzen



Game Programmer | MSc

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## EDUCATION & CERTIFICATIONS

-  2026 **MSc Eng in Computer Science at DTU**  
Expected graduation in August — GPA: 10.1
-  2025 **GitHub Actions Certification**  
Achieving secure and efficient CI/CD and release management through GitHub Actions.
-  2024 **BSE in Software Technology at DTU**  
GPA: 10.5

## EXPERIENCE

-  2025 - **Software Engineer at Danske Bank**  
Internal consultant with expertise in C#, CI/CD, and cloud. Solved development tasks for teams and advised other developers.
  - Researched new technologies and wrote guides for their adoption, targeting experts.
  - Created efficient processes and codified them into reliable AI agent skills.
  - Performed large-scale migrations from Azure DevOps to Github.
-  2020 - 2021 **Brugte Computere**
  - Quickly solved software and hardware issues for customers.
  - Provided technical support, sales advice, and high quality customer service.

## SOFTWARE PROJECTS

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

### Dynamic Particle Simulation on GPU

Researched GPU-kernel programming paradigms to build a highly optimized PIC MCC simulation using C++ and CUDA as a bachelor project.

### 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.

### Advanced Unity Programming Tutorials

Created a series of high-quality YouTube videos teaching the largely underexplored and undocumented concepts of modifying the editor in Unity.

## ABOUT ME

MSc software engineer with 10 years of project experience and two released games. Capable of programming in 8+ different languages and extensive experience with industry standard tools such as Visual Studio and JetBrains. Possesses 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++	Proficient	● ● ● ●
C#	Advanced	● ● ● ●
Python	Advanced	● ● ● ●

### Noteworthy Technologies

Unity	Advanced	● ● ● ●
Git	Advanced	● ● ● ●
ASP NET	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.