Name: Levi Moore Højer
Address: Vestergade 5A Ørum, 8830 Tjele, Denmark
Date of birth: 19/04/1995
Phone: +45 61794493
Email: mail@levimoore.dk
Portfolio: www.levimoore.dk
Online CV with links: www.levimoore.dk/cv

Work Experience

I have developed games and dev tools

- **Project Planner**, *Unity Asset Store - 2019*
- **Space Outlaw**, *Android & WebGL - 2018*
- **Free The Lines**, *Android & WebGL - 2017*
- **Perfect 10**, *Android & WebGL - 2016*
- **Ultimate Tic Tac Toe**, *Android & WebGL - 2015*
- **Concinnity**, *Android & WebGL - 2015*
- **Number Puzzle**, *Android & WebGL - 2015*

(Ported all Android games to WebGL for Kiloo.com - 2020)

I have been doing some teaching

- **C# Programming Exam Preparation**, Dania Academy - *2020*
- **Design and Analysis with Game Loops**, Game College Grenaa - *2019*
- **Game Prototyping**, Shanghai Northern Lights - *2019*
- **Games Can Be More Then Entertainment**, Game College Grenaa - *2018*
- **Game Design**, Shanghai Tech University – *2018*

I have also worked on some freelance projects

- **Open Data Research Assistant**, Dania Academy –2019
- **App Prototype**, Præsten og Psykologen –2017
- **Food Inventory Management**, Relief Organization, FBTF –2016
- **Automated Existing Reward System**, Adam and Beata –2016
- **Webshop Consultant**, Aalborg IT –2016
- **Booking System**, Garden of Eden –2016
- **Internal File Sharing**, Viborg International Pentecostal Church –2016

On my website www.levimoore.dk you can find more projects like a book management system, Game Jams, and a Pong Deep Q-Learning AI.

Skills

Languages

- Danish, Native
- English, Fluent

General Areas of Competence

- Game Development
- Web Development
- Software Development
- Agile Project Management
- Customer Support/Interaction
- Great General IT Knowledge

Programming

Professional understanding and use it all the time

- C#

Great understanding and use regularly

- C++
- PHP
- Holy Web Trinity: Javascript, CSS, HTML

Good enough understanding to use when necessary

- TypeScript
- Python
- Java

Software & Tools

Professional understanding and use it all the time

- Unity 3D
- Visual Studio
- Git *(GitKraken)*
- WordPress

Great understanding and use regularly

- Azure
- Docker
- MySQL
- Google APIs
- Photoshop

Good enough understanding to use when necessary

- Electron
- Unreal
- Laravel
- GameMaker Studio
- Adobe Premiere

Education

Unity Certified Programmer

Unity Technologies, 2020

Bachelor Software Development. Specialization in Game Development
(top-up to Computer Science)

Dania Academy, Grenaa (2020 – 2021)

Computer Science. Specialization in Game Development

Dania Academy, Grenaa (2017 – 2020)

- Won a scholarship for the best graduation project
    - Section of the project report became part of next semester curriculum
- This year's Dania Games Production
    - Won 2019
    - Two games nominated 2018
    - One game nominated 2017
- Developed branded game prototype for Louis Nielsen.
- Lead programmer on "VR Bully" in Masterclass
    - Project nominated for a "VIA Innovation prize 2018" award
- A list with some of the games I have made while studying is on www.levimoore.dk

Web Integrator

Mercantec, Viborg (2014 – 2016)

Volunteer Work

Need To Care

Transport and distribution of humanitarian relief.