

# MATHIAS DAM ARVANAGHI

Copenhagen | 60 68 03 53 | mdarvanaghi@gmail.com | linkedin.com/in/mdarvanaghi | mathiasdam.com

## SUMMARY

---

I am a talented, passionate and playful programmer with a strong foundation in game development and 3D pipelines. My strengths are writing clean code, designing sustainable tech architecture and building human-friendly applications. I am a strong collaborator and enjoy working with people of different skill sets. I have experience developing for mobile platforms with Unity and deploying to app stores. Optimizing workflows comes naturally to me.

## PROFESSIONAL EXPERIENCE

---

06 2021 – Now

**Unity/XR Programmer**, [Khora](#), Copenhagen, Denmark

- Established an internal production pipeline for optimizing project workflows
- Lead programming on [international art project](#)
- Lead programming on [project for Christmas calendar on TV2](#)
- Set up and maintenance for internal package registry for Unity packages
- Co-authored development guidelines for production team of 10 people
- Member of the party committee, planning office parties
- **Technologies:** Unity, C#, Git, CI/CD, development for mobile platforms

09 2020 – 05 2021

**Software Engineer**, [Moodagent](#), Copenhagen, Denmark

- Rebuilt the search engine that drives all search within the catalogue
- Designed and built an internal tool for debugging search rankings
- Designed an internal tool for collecting survey data on search rankings from users
- Automated manual package update tasks
- Took part in internationalizing the backend for global rollout
- **Technologies:** C# (.NET Core), Git, OOP, CI/CD

08 2018 – 03 2020

**CEO & Co-founder**, [MarionetteXR](#), Copenhagen, Denmark

- Built a tool for creating 3D animations using consumer VR hardware
- Attracted an investment just over DKK 1 mio. from external investors
- Gained the trust of early pilot customers who co-developed the product
- Project based on [thesis project from ITU](#)
- **Technologies:** Unity, C#, C++, VR, 3D animation, Git, CI/CD, OOP, Data-oriented design

---

03 2017 – 06 2018

**Junior Software Developer**, [Magenta](#), Copenhagen, Denmark

- C#/.NET development, maintenance and consultancy
- Main responsibility was with [OS2cprbroker](#)
- **Technologies:** C# (.NET), Git, CI/CD, OOP

## SKILLS

---

VR/3D Game Development, Unity, 3D Animation, 3D Modeling, Game Engine Architecture, Rapid Prototyping, Tech Art, Runtime Optimizations, Graphics Programming, Low-level Programming

## LANGUAGES

---

Danish - Native

English - Fluent

## EDUCATION

---

2016 - 2018

IT University in Copenhagen

**Master of Science, Games Technology**

Master's thesis: [Developing a Virtual Reality Animation Tool in C++](#). Grade: 12

2017 - 2017

The National Film School of Denmark

**DADIU**

Project: [Mýr](#)

2013 - 2016

University of Copenhagen

**Bachelor's degree, Communications & IT**

2015 - 2015

Boston University

**Undergraduate, Computer Science**