
MATHIAS DAM ARVANAGHI



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PORTFOLIO
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SUMMARY

Game developer with primary experience in Unity. I have been working with VR throughout my master's degree at ITU, producing VR games and prototyping novel interaction design using VR.

I will bring a strong passion to learn new skills, along with a solid knowledge about developing VR applications and working in a creative team with diverse profiles.

I work well in teams and will bring a genuine interest in my team members as well as a structured approach to project management.

PROFESSIONAL EXPERIENCE

CEO & CO-FOUNDER/SIDETRACKED

2018 –

In Sidetracked, we are developing a novel tool for animation authoring, based on virtual reality technologies. The tool, Swift Animation, is based on our thesis project from the IT University in Copenhagen in 2018. The company attracted just over DKK 1 mil. in funding during its first 6 months of development. An alpha version of the tool is in production with select pilot customers.

FREELANCE PROGRAMMER/SIGNAL ARKITEKTER

2018 –2018

Web development as freelance programmer.

SOFTWARE DEVELOPER/MAGENTA

2017 –2018

Responsible for developing, maintaining and documenting CPR Broker and CPRReader, two open source projects in ASP.Net which are in production in several Danish municipalities.

EDUCATION

MSC, GAMES TECHNOLOGY/2018

IT University in Copenhagen

Highlighted courses: Game Engines, Data Mining, Game Development, Graphics Programming, Game Design, DADIU (see entry below).

Thesis project: *Developing a Virtual Reality Animation Tool in C++*

Grades: 10,75 average, 12 in thesis project.

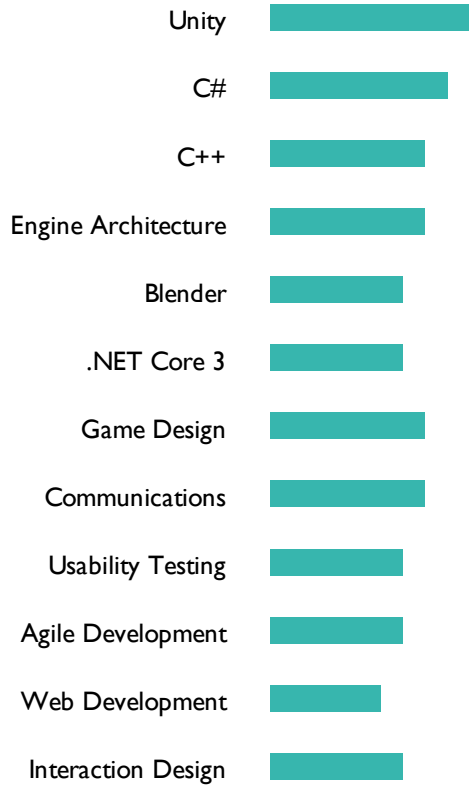
DADIU/2017

The National Film School of Denmark

At DADIU I lead a team of six programmers in a game



SKILLS



production over the course of six weeks. My responsibilities were leading the coders, communicating and planning with the rest of the lead team and designing the architecture of game code, AI, graphics and animation.

BA, COMMUNICATION AND IT/2016

University of Copenhagen

Highlighted courses: Digital Design, Communication in Context, Introduction to Computer Science, Audio-Visual Communication, Interaction Design, Empirical Research Methods.

Bachelor's Project: *Sustainability and Branding – an empirical assessment of Too Good To Go's brand from the perspective of multiple stakeholders.*

Grades: 10,33 average, 10 in bachelor's project.

UNDERGRADUATE, COMPUTER SCIENCE/2015

Boston University

Highlighted courses: Probability in Computing, Combinatoric Structures

