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# Andreas Myrup Larsen

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## Education

### Erhvervsakademi Dania (2015 - 2018)

- Computer Science specialized in Game Development (150 ECTS Credits)
- Final project was a game written in Unreal Engine 4

### Herning HF & VUC (2014 - 2015)

- Math on an Intermediate level (Mat B)
  - Mainly differential calculus and statistics

### Medieskolerne, Media College Denmark (2012 - 2014)

- Web integrator
  - Learned to develop websites, both frontend and backend
    - Worked with MySQL, PHP, HTML & CSS and a little JS

## Internships

### Clear Cut Games (2017- 2017)

- Developed C# mobile game prototypes in an inhouse Unity framework.

### TINXDK (2013- 2013)

- Researched and developed web projects

## Work

### Danish Army (2018 - Present)

- Private (PTV) (2018 - Present)
- Recruit (2018 - 2018)

### Kiwi Skjern (discount store chain) (2015-2015)

- Responsible for opening/closing the store
- Making sure the store was cleaned and looking good
- Stocking shelves

## Technical Skills

### Advanced

- C#
- Unity3D
- MonoGame
- PHP
- HTML & CSS
- Scrum & UP

### Intermediate

- C++
- Unreal Engine
- Photoshop
- Git

### Beginner

- 3D modelling
- JS

## Languages

### Native

- Danish

### Fluent

- English

## Interests

- Music (I play guitar)
- Video games