



Rasmus Bons

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Master student
at ITU

My name is Rasmus Bons and I am 24 years old. I have previously studied Medialogy at Aalborg University, which is a creative IT-education that focuses on the scientific perspective of Human Computer Interaction, as well as technical and communication skills. During this education, I have developed my knowledge within several fields including teamwork, creative problem solving and academic-grade research. I am currently studying my masters in Games Technology at ITU that will provide me with deeper understanding of game engines and AI in games. Outside my study, I use my spare time on Game Development and Taekwondo at Østerbro Taekwondo Klub, where I have trained for 14 years myself, and been teaching children together with my trainer team for 9 years. As for game development, I am currently working on a solo-project, which is a local multiplayer party game.

Professional Experience

2016 Teach Assistant in Interaction Design at AAU-CPH

My tasks as teacher assistant were consisting of guiding the students and correct hand-in assignments together with another teacher assistant. I guide the students in optimizing their methods of design, implementation and data collection. By teaching these procedures, I have further increased my practical skills within the Human Computer Interaction including user participatory design, interaction design process and data analyzing.

2015-2016 Student councilor for Technical and Science faculty at AAU-CPH

As student councilor at AAU I counseled student and upcoming student on their study life. This included guidance in choice of study, providing information about every study in the faculty, helping student structuring their study and even their personal life. Additionally, students applying for extra exam attempts had to create a plan of action in cooperation with me before contacting the Study Board.

In order to properly do my job I attended course over three days where I learn high-level counselling, structured questioning techniques and writing professional e-mails. Through my work I have further developed my understanding of long-term structured planning, creative conflict handling and personal coaching, giving me an edge in regards to understanding people's problems and how to solve them.

2012-2014 1. Assistent in DøgnNetto at Utterslevvej

Here, I served as a full-time first assistant (manager) until the summer of 2013, then I went down in time for adapting work to my studio.

As first assistant, I was responsible for store operations and sales performance. This included their own duties and delegation of tasks among my staff. My own duties included receiving goods, settlement of electronic communication, and coaching and training of new employees, which lasted for 2-3 weeks. At the same time it was important to be a role model for employees and take the lead in relation to sales and working.

The job has helped to bring many skills, including a good overview, to keep a cool head even in peak load periods, coaching skills in sales, as well as cooperation with a larger leadership team. The general coaching and development of new and current employee was challenging and has therefore been one of my strongest forces. Despite the challenge was great to see the team's improvement, both individually and as a unit.

2012 Phoner at 'Familier med Kræftramte Børn'

2007 Cashier in Rema 1000 Vejby

2006-2007 Warehouse assistant at the child cloth company Mala

Education

2016- Master in Games Technology at ITU

The two-year master programme in Games will develop my skills within technical and social science knowledge on how computer games work, how they are designed and how they socially impacts us.

In the first semester my two courses were Game Design and Game Engine. In Game Design I expanded my vocabulary within the framework of play theory, as well as deepening my knowledge of Game Design through several challenges. The course end with a five man design project, which resulted in the mobile game titled 'Operation Homecoming'. Through the process I worked with the agile method SCRUM, and got deeper insight on how to design play experience, communication ideas and discussing them and applying play theory to the design. Furthermore, my competences within testing were improved, especially within a usability perspective.

In Game Engine I worked on a two man team on our own cross-platform, component-based 2D Game Engine. It is written in C++ and based upon the libraries: SDL2, SimpleRenderEngine and Box2D. This provided me with knowledge and competences within software development of low-level C++ program and technology behind games, including but not limited to memory allocation, memory leak detection, debugging, physics, particle system and scripting support.

2013-2016 Bachelor in Medialogy at AAU

In studies at AAU, cooperation is a high priority as project included in each semester, in the form of a large semester project. Through these projects I assigned my skills in technical IT, greatly cooperation, and have given me competences within general academic. This include, and it not limited to, formulating problem statements, conducting proper scientific research in relation to the problem, design and implementing solutions and evaluating the solutions through qualitative/quantitative scientific methods. These project include several different topics, from which have drawn knowledge and competence from various subjects. I have especially developed an understanding for user engagement and immersion, as it has been used throughout the different projects.

As for the bachelor thesis, I researched whether the use of an affective Game AI would increase the horror experiences in video games. The project was completed in the summer of 2016, and was called 'Do not Be Afraid - an AI Controlled Affective Horror Game' and it was implemented as a videogame in the game engine Unity3D. In the project group, I was responsible for the implementation of an AI that measured biofeedback (perspiration and heart rate) from the users, thereby actively altering the game. The project research and evaluation gave me deep insight in user engagement in Human-computer Interaction, as well as the theoretical and practical framework of using bio-feedback in videogames

In the summer of 2014 and 2015 I was a tutor for new students, and were responsible for introduce them to the study environment. If they had trouble adjusting the study, I stood ready to guide them. To get ready for a supervisory role, I spent a month with courses in teambuilding, this is also something I could use in future in coaching and learning situations.

2009-2012 Aurehøj Gymnasium STX, Music A, Math A, Physics B, Religion B

Voluntary Experience

2009- Children instructor at Østerbro Taekwondo Klub

Taekwondo means a lot to me since it has been a big part of my own personal development. As a traditional martial artist, my training has taught me dedication, discipline and strengthened my will and desire to learn and grow.

As an instructor for children and adolescents, I am, along with my trainer team, responsible for preparing training sessions and an overall training plan to ensure that students acquire the necessary skills to progress in Taekwondo system. This includes coaching students in how they develop the best possible way, to have meetings with the coaching staff and students and assess whether students are ready to move towards graduation. The skills I have conferred upon me through the education of children and young people, are among other things; planning and overview of major tasks, how to deal with different personalities in learning and further development situations and a general good understanding that people learn differently. In order to improve my coaching skills, I take the opportunity when it presents itself and attend official instructor courses that are held by the best instructors in the country, for example Lars Arnum.

2014 Board Member in 'Østerbro Taekwondo Klub'

As a board member, I have been determining how the club's finance being used to the best effect. This has helped to develop my ability to keep an overview of the financial perspective and a good understanding of an organizations economy.

IT-Skills

Programming: C#-Scripting in unity. Java with Slick2D. C++ for development of Game Engine(with SDL2)

Game Design: Global Game Jam 2015, Nordic Game Jam 2016, 4th, 5th and 6th semester on the bachelor, Russian Standoff(solo-project 2016-)

Languages

Danish and Swedish: Native speaker

English: Fluent, both verbally and written
