Curriculum Vitae

Rasmus Bons Master student at ITU with passion and knowledge for Game Engines, AI, programming, biofeedback and Martial Art.	Contact: rasmusbons@gmail.com https://bons.one https://github.com/botched135	

Education

2016-2018   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.
I have expanded my vocabulary within the framework of play theory and deepening my knowledge of Game Design. I worked with the agile method SCRUM, and got deeper insight on how to design play experience.
I have created a cross-platform, component-based 2D Game Engine in C++. I obtained knowledge and competences within software development of low-level C++ program and technology behind games. Furthermore I have studied the application of modern artificial intelligence in games, where I developed understanding for the implementation of broad range of AI-algorithms, such as neural networks and behaviour trees, and knowledge of their different strengths and weaknesses.

For my master I have combined physiological signals and neuroevolution to create AI-agents in Quake III, that changes behavior based on the player's emotional state. I created the complex interprocess communication through combination of several languages including C, Python and Javascript.

2013-2016 Bachelor in Medialogy at AAU
Through projects I assigned my skills in technical IT, greatly cooperation, and general academic. Formulating problem statements, conducting scientific research in relation to the problem, designing, implementing and evaluating the solutions through scientific methods. I have especially developed an understanding for user engagement and immersion.
For the bachelor thesis, I researched whether the use of an affective Game AI would increase the horror experiences in video games. I was responsible for the implementation of an AI that measured biofeedback from the users.

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

Professional Experience

2017- Student Software Developer at Unity Technologies
At Unity Technologies I have been working with a team of talented software engineers, developers and designers to develop the upcoming Improved Prefab feature for the game engine Unity. Here I have learned what it means to be part of a large scale production, maintain a huge codebase and increased my knowledge in how to design software architecture toward optimal performance. My main assignment has been fixing bugs and writing automated tests to confirm the fixes. I have been tasked to solve problems both on the front-end (C#) and the backend (C/C++) of the engine.

2016 Teaching Assistant in Interaction Design at AAU-CPH
My tasks as teacher assistant were to guide the students in optimizing their methods of design, implementation, data collection and evaluation. I have increased my practical skills within Interaction Design.

2015-2016 Student councillor for Technical and Science faculty at AAU-CPH
As student councillor I guided and helped students structuring their study. Through my work I developed an understanding of long-term structured planning, creative conflict handling and personal coaching.

IT-Skills
Programming:
-   C/C++, C#, Python, JavaScript, Java.

Game Design:
Global Game Jam 2015, Nordic Game Jam 2016, 4th, 5th and 6th semester on the bachelor, Russian Standoff (solo-project 2016-), Prototypes of ITU(2016), Untergang (Game project 2017), Darwin's Monsters(2017)

Other Experiences
Voluntary:
2009-2018	Children instructor at Østerbro Taekwondo Klub
2014-2015	Tutor for new students at AAU-CPH
2014	Board Member in 'Østerbro Taekwondo Klub'

Languages

Danish and Swedish: Native speaker
English: Fluent, both verbally and written