

Rasmus Bons

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Profile

With my knowledge and background in low-level software development, I have chosen to focus on the development of Artificial Intelligence, and as I regarded as one of the fundamental components in a players enjoyment. Through my studies and work, I have learned to work in a cross-disciplinary team, allowing to communicate across the different disciplines and make them work together. With a deep-rooted passion for new technologies, I have insight and experience with design, implementation and evaluation of machine learning algorithms.

Key competencies

Game Development

Artificial Intelligence in Games

Core Development

Machine Learning

Education

2016-2019

MSc in Games (Technology), IT University of Copenhagen

Master Thesis: Affective Difficulty Adjustment - Combining neural evolutionary algorithm and physiological signals to optimize player enjoyment from the Quake III AI.

Relevant courses:

- Game Development
- Modern AI in Games
- Game Engines

2013-2016

BSc in Medialogy, Aalborg University

Relevant courses:

- Object-oriented Programming
 - Interaction Design
 - Design & Analysis of Experiments
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Professional Experience

- 2017-2019 **Software Developer @ Unity Technologies (Part-time)**
- Working on large-scale codebases
 - Debugging and feature polishing
 - Automated testing
- 2016 **Teaching Assistant in Interaction Design @ AAU-CPH**
- Guidance in the Interaction Design loop; Design, Implementation, Data Collection, Evaluation
- 2015-2016 **Student Councillor for Technical and Science faculty @ AAU-CPH**
- Assisting students in long-term structured planning
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Volunteering

- 2018- **Accountant for Østerbro Taekwondo Klub**
- 2009-2018 **Instructor at Østerbro Taekwondo Klub**
- 2014 **Board Member in Østerbro Taekwondo Klub**
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Technical Skills

Programming Skills

- C/C++
- Python
- C#
- Javascript

Game Engines

- Unity

Version Control

- Git
- Mercurial

Environments

- Linux
 - Windows
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Languages

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| Danish | Native Language |
| Swedish | Native Language |
| English | Fluent |
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