

**Email**

Nicholas.hansen101@gmail.com

**Tlf nr**

25 76 42 53

**Address**

Rued Langgaards Vej 18,5,-549,  
Copenhagen, 2300, Denmark

**Nationality**

Danish

**Languages**

- Java
- C
- C++
- C#
- F#
- GoLang
- Assembly

**Frontend:**

- HTML
- CSS / Tailwind CSS
- JavaScript / TypeScript
- React / Nect.js
- JQuery

**Backend:**

- Node.js / Express.js / PostGres

**Tools:**

- Git / GitHub
- Linux
- Microsoft Azure
- Unity / Unreal
- Blender

**Hobbies**

- Video Games / Board Games
- Web Development
- Graphics & Game Engines
- Game Jams (Hackathon)
- Cooking
- Fitness
- Fashion
- Volunteer work

# Nicholas Hansen

## Game Programmer & Tech Lead

### ● PERSONAL PROFILE

Aspiring Game Developer with a technical educational background and hands-on project experience. Currently pursuing a MSc in Game Technology, with a strong foundation in agile methodologies, software development, and web development. Passionate about creating efficient, user-friendly applications and committed to continuous learning and professional development.

### ● EXPERIENCE

#### Real-Time Rendering in OpenGL - Solo Project

##### Graphics Programmer

Aug 2024 - Dec 2024

In this University project, my goal was to implement a real-time physically based rendering (PBR) pipeline using OpenGL. Unlike traditional Phong or Blinn-Phong shading models, PBR is based on physical principles and energy conservation laws. It better simulates phenomena like roughness-dependent specular reflection, metallic surfaces, and environment-based lighting using real-world light probes.

#### The Untold Story of Vísdomír - Game Project

##### Technical Artist

Jan 2025 - Jun 2025

A 2nd Semester University Project made by 7 people. I was the Technical Artist who made sure that the visuals and rendering of the game met our expectations, in the end adding to the atmosphere we envisioned. I made assets, textures and shaders which required both design and a technical understanding while working in Unity. The Untold Story of Vísdomír is a first person mystery and detective game where you as the player find yourself in an abandoned town and it's your task to find out what has happened and uncover the mysteries of the previous residents.

#### Welcome Home - Stalker Studios

##### Tech Lead

Aug 2024 - Dec 2024

This was a 1st Semester University Project made by 6 people. I was the Tech lead, where my responsibilities consisted primarily of technical decision-making and maintaining tools and processes that enabled the team's productivity, allowing the programmers to focus on implementing features by having a streamlined workflow cycle. The game we developed was a PS1-styled horror game inspired by the movie Midsommar, whereas in our game a close friend invites the protagonist to a community in the woods.

### ● EDUCATION

Software Development BSc

#### IT University of Copenhagen

2021 - 2024

Games (Technology Track) MSc

#### IT University of Copenhagen

2024 - Ongoing (2026)