

# Oliver Astrup

## Contact Information:

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**Citizenship:** Denmark



## Languages:

Danish: Native

English: Professional

## Résumé

As a games & software development student I have learned useful skills within the technical aspect of creating games, though I still seek opportunities to learn more and expand my knowledge and gain experience in my current skills. In my studies and work I have acquired experience with working within teams, and am able to express my work clearly to other team members as well as listen and understand what my team members are doing, as I find this very important for a well functioning team.

I pride myself with having a good overview of what I'm working with and how it fits inside the goal of a project. I do enjoy spending time on fine tuning elements, to make sure that they fit just a little bit better. Furthermore, I'm a responsible person that can handle the tasks given to me with care and I can express when I make mistakes or when my lack of understanding hinders my work.

Some of the skills I have learned though my work and studies are the following:

- Game Programming (Unity, C#, C++ and OpenGL)
- AI and Machine Learning (Python)
- Data Gathering, Mining and Analysis (Tableau & SQL)
- Audio Programming (FMOD)
- Teamwork, Coordination and Communication
- Adaptability to the work environment
- Working with people with both technical and non-technical backgrounds

## **Work experience**

Aug 2022 - Current                      Consultant at Netcompany

Keywords: C#, .NET, Microsoft Dynamics CRM, Customer Relations and Software Maintenance..

As a consultant I worked closely with both colleagues and customers in order to maintain and expand existing solutions. Through this I have greatly improved my skills in balancing multiple tasks at once and working closely with others having different backgrounds and needs.

Aug 2019 - May 2022                      Teaching Assistant at the IT-University of Copenhagen

Aug 2020 - May 2022                      Head-Teaching Assistant at the IT-University of Copenhagen  
Introduction to Database Systems

Keywords: SQL, PostgreSQL, Databases, Teamwork and Management.

In my work as a teaching assistant I have greatly improved my ability to explain complicated topics in concise ways as well as training me to better listen to people in order to understand their problems and find a solution that suits their needs. I worked closely with the course manager to improve the quality of the course. This has involved making sure that all our tools work on multiple different systems, this often resulted in seeking out and expanding my technical knowledge in a short amount of time. I also gained some management experience, as I coordinated the work of up to 10 other teaching assistants and the work of the course manager.

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## **Education**

Aug 2020 - June 2022                      MSc. IT in Games Technology  
IT-University of Copenhagen

My studies in Games has been very informative by both building on the pre-acquired knowledge from my previous education and by applying them within the context of games. During my studies I have had to work within teams to create cohesive games, apply data analysis to improve experience and have gained experience in working within different technical topics including: Low level programming, procedural content generation, artificial intelligence and machine learning.

Aug 2017 - Aug 2020                      Bachelor's degree in Software Development  
IT-University of Copenhagen

During my education I have learned multiple different subjects related to designing and developing software in often small teams. The topics range from learning several different programming languages, algorithms and security to teamwork, rhetorics and user experience. Through all of these different courses, I have become more adept at working in diverse teams and being able to design solutions that not only solves the problem, but also fits within the environment from where they are needed.