

# Kristian Wenningsted-Torgard

Programming Games

Fanøgade 23 st th  
2100 København Ø  
+45 20 62 76 97  
[kristiantorgard@gmail.com](mailto:kristiantorgard@gmail.com)  
[aergia.dk](http://aergia.dk)

## EXPERIENCE

### **framebunker**, Copenhagen – *Game Programmer*

JUNE 2019 – AUGUST 2020

General game programming and system design in C# / Unity. Focusing on AI systems, navigation and controls.

### **Those Eyes**, Copenhagen – *Programmer/Tech Lead*

JANUARY 2019 – MAY 2019

General game programming and system design in C# / Unity. Some game design and prototyping

### **Klassespil**, Copenhagen – *Programmer/Tech Lead*

JANUARY 2018 – DECEMBER 2018

General game programming and system design in C# / Unity. Some game design and prototyping

### **Fenris Film**, Copenhagen – *Game Programmer*

OCTOBER 2016 – FEBRUARY 2017

General game programming and system design in C# / Unity. Maintaining and expanding existing code base.

### **Klassefilm**, Copenhagen – *Game Programmer*

MAY 2015 – DECEMBER 2018 – On & off

General game programming and system design in C# / Unity. Maintaining and expanding existing code base.

### **Lumigon**, Copenhagen – *Android Developer*

MAY 2011 – APRIL 2015

General Android app and system app development. Customizing and expanding existing Android Framework.

## EDUCATION

### **Roskilde University** – *MA, Philosophy/Computer Science*

2004 – 2010

## SKILLS

Programming:  
C#, Java

Systems:  
Unity, Android

## LANGUAGES

Danish, native spoken and written

English, fluent spoken and written

## NOTABLE PROJECTS

### **Static Sky** – *Tactical top-down shooter (WIP)*

My main tasks were related to the ongoing development of a systemic AI for real-time tactical combat. Coordinated behaviour between multiple agents reacting to both the Player and each other.

### **Cosmic Top Secret** – *Award winning documentary game*

I took over the role of programmer on the project about half way through development. Covering a broad range of subjects: mobile game development for iOS+Android, novel touch screen controls, asset management for the many photos and videos in the game, and much more.

### **Spis & Fis** – *Educational game about nutrition*

Technical design and implementation of an educational mobile children's game. Lots of prototyping and testing, ensuring coherence between mechanics and themes.

### **Lumigon** – *Android smartphone*

My main responsibilities concerned developing various apps for a number of original Android phones. Including new system apps and modifications to the Android framework, both functional and aesthetic.

### **Various contracting and prototyping**

I've participated in a number of smaller Unity developments over the years, mainly prototyping to test out ideas and demos for fundraising. Mostly developing for mobile platforms and VR (Rift, GearVR and Cardboard).