



KRISTIAN W.-TORGARD

PROGRAMMING GAMES

PROFILE

Something of a generalist Unity programmer. Over my ~12 years of professional programming I have touched on most aspects of game development: from game mechanics to AI, input/controls, asset management, editor tools, porting/optimizing for consoles, and more. I've worked on games released on nearly all platforms.

Always eager to learn new things and with a passion for both technical challenges and being part of honest projects with something on their mind.

AREAS OF EXPERTISE

- Game development, primarily Unity
- C# and Java programming
- Porting and optimization for consoles

EXPERIENCE

SENIOR PROGRAMMER / CONSOLE TECH LEAD

Game Swing | February 2021 - Present

Lead role for platform porting and optimization for a cross-platform, multiplayer game. General gameplay development in an ECS physics engine, UI design and programming, and much more.

GAME PROGRAMMER

framebunker | June 2019 - August 2020

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

PROGRAMMER / TECH LEAD

Those Eyes | January 2019 - May 2019

General game programming and system design in C# / Unity. Lots of prototyping and iterative game design and development.

PROGRAMMER / TECH LEAD

Klassespil | January 2018 - December 2018

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

GAME PROGRAMMER

Klassefilm | May 2015 - December 2018 - On & Off

General game programming and system design in C# / Unity. Maintaining and expanding existing code base for the game Cosmic Top Secret.

ANDROID DEVELOPER

Lumigon | May 2011 - April 2015

General Android app and system development. Creating system apps and customizing and expanding the existing Android Framework.

GET IN TOUCH

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LANGUAGES

- Danish, native spoken and written
 - English, fluent spoken and written
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EDUCATION

ROSKILDE UNIVERSITY, 2010
MA, Philosophy / Computer Science

OTHER SKILLS

- Used to close collaboration across different fields and levels of experience
- Quick to research and pick up new technical skills

NOTABLE PROJECTS

ODDBALLERS (Game Swing) **Cross-platform multiplayer party game**

Spiritual successor to Stikbold. I contributed to practically all parts of the game, eventually taking on the role of Tech Lead for platforms, responsible for porting and optimizing for PS4+5, Xbox One+X, Nintendo Switch and Stadia (RIP).

Main gameplay development was in Quantum (a deterministic ECS physics engine) with all graphics, UI, input etc. running in Unity. In addition to working on game mechanics and various entities within the game, I built the main menu system, worked on input/controller handling, optimizing the character creator, and much more.

STATIC SKY (framebunker) **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 (Klassefilm + Those Eyes) **Multiple award winning documentary game**

I took over the role of lead 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, optimizations and more.

LUMIGON **Danish designed smartphone**

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

VARIOUS CONTRACTING AND PROTOTYPING

I've participated in numerous smaller game projects over the years, mainly prototyping to test out ideas and demos for fundraising.

SPARE TIME

My spare time is spent on weird movies, old sci-fi, unusual non-fiction books and lots of video games. And getting fresh air out of town as often as possible.

I play a lot of indie and "alt games" and have had modest success creating my own strange little games as well. It lets me flex the game design and development muscles I don't usually get paid to use.