



Name: Levi Moore

Age: 25

Email: cv@levimoore.dk

Portfolio: www.levimoore.dev

Online CV with links: www.levimoore.dev/cv

Please contact me for information like a phone number

Work Experience

I have developed games and dev tools

- **Project Planner**, *Unity Asset Store* - 2019
- **Space Outlaw**, *Android & WebGL* - 2018
- **Free The Lines**, *Android & WebGL* - 2017
- **Perfect 10**, *Android & WebGL* - 2016
- **Ultimate Tic Tac Toe**, *Android & WebGL* - 2015
- **Concinnity**, *Android & WebGL* - 2015
- **Number Puzzle**, *Android & WebGL* - 2015

(Ported all Android games to WebGL for Killoo.com - 2020)

I have been teaching

- **C# Programming Exam Preparation**, *Dania Academy* - 2020
- **Design and Analysis with Game Loops**, *Game College Grenaa* - 2019
- **Game Prototyping**, *Shanghai Northern Lights* - 2019
- **Games Can Be More Than Entertainment**, *Game College Grenaa* - 2018
- **Game Design**, *Shanghai Tech University* - 2018

I have also done some freelance

- **Open Data Research Assistant**, *Dania Academy* - 2019
- **App Prototype**, *Præsten og Psykologen* - 2017
- **Food Inventory Management**, *Relief Organization, FBTF* - 2016
- **Automated Existing Reward System**, *Adam and Beata* - 2016
- **Webshop Consultant**, *Aalborg IT* - 2016
- **Booking System**, *Garden of Eden* - 2016
- **Internal File Sharing**, *Viborg International Pentecostal Church* - 2016

On my website www.levimoore.dk you can find more projects like a book management system, Game Jams, and a Pong Deep Q-Learning AI.

Skills

Languages

- Danish, Native
- English, Fluent

General Areas of Competence

- Game Development
- Web Development
- Software Development
- Game Design
- Agile Project Management
- Customer Support/Interaction

Programming

Professional understanding

- C#
- JavaScript, CSS, HTML
- SQL
- PHP

Great understanding

- C++
- Python

Good understanding

- TypeScript
- Java

Software & Tools

Professional understanding

- Unity 3D
- Visual Studio
- Git
- Relational database
- Microsoft Word and Excel

Great understanding

- Azure
- Docker
- CI/CD
- Scrum
- UML og ER/EER
- Google API
- Photoshop
- WordPress
- RESTful API
- Django

Good understanding

- Electron
- Unreal
- Laravel
- GameMaker Studio
- Adobe Premiere
- Audacity

Education

Unity Certified Programmer

Unity Technologies, 2020

Bachelor Software Development. Specialization in Game Development (top-up to Computer Science)

Dania Academy, Grenaa (2020 – 2021)

Computer Science. Specialization in Game Development

Dania Academy, Grenaa (2017 – 2020)

- Won a scholarship for the best graduation project
 - Section of the project report became part of next semester curriculum
- This year's Dania Games Production
 - Won 2019
 - Two games nominated 2018
 - One game nominated 2017
- Developed branded game prototype for Louis Nielsen.
- Lead programmer on "VR Bully" in Masterclass
 - Project nominated for a "VIA Innovation prize 2018" award
- A list with some of the games I have made while studying is on www.levimoore.dk

Web Integrator

Mercantec, Viborg (2014 – 2016)

Volunteer Work

Need To Care

Transport and distribution of humanitarian relief.