

Sondre Agledahl

Curriculum Vitae

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Personal Summary

Games programmer, particularly experienced in Unity (2+ years), but with strong skills in low-level languages (C, C++ and assembly) as well. Currently pursuing a MEng Computer Science degree at University College London.

Dedicated past 3 years to developing independent games, with accolades including

- Unity game shortlisted as a finalist for the 2018 Rising Star game programming competition, which was the [highest-ranked game submission](#) in competition's second round.
- GameBoy Advance ROM hack, winner of "Best of 2016" award at a [ROM Hacking website](#).
- Winning submission for the [2018 Escape Studios game jam](#) as sole programmer in team of five.

Relevant work experience

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| July-Sept 2018 | Software engineering intern, Amazon (London, UK) <ul style="list-style-type: none">• Developed new internal REST service for creating and editing presentation themes for Alexa on the Echo Show device family.• Created React-based web app for non-engineering designers to easily interact with service without programming knowledge. |
| June 2017 | Freelance game programmer, Innotech LLC. (London, UK) <ul style="list-style-type: none">• Developed upon existing Unity-based match-three mobile puzzle game, single-handedly implementing many new features and game modes. |
| June 2017-Present | Microsoft Student Partner, Microsoft (London, UK) <ul style="list-style-type: none">• Wrote tutorials on game development topics (including Entity-Component System and Mixed Reality) for Microsoft Development Network.• Lead organiser of PixelJam, Microsoft-sponsored game jam at UCL. |
| Sept 2017-April 2018 | Computer Science lab mentor, University College London (London, UK) <ul style="list-style-type: none">• Tutored first-year computer science students in programming (C, Haskell, Java) every week. |

Education

University College London (London, UK)

MEng Computer Science, September 2016 – present (Predicted 1st class)

- Game development director at UCL Tech Society: Organised and led [PixelJam](#), university's first 24-hour game jam, with sponsorships from Microsoft, Unity and Studio Gobo
- Developed iOS AR game for visually impaired players in collaboration project with Microsoft
- Created space shooter game controlled by accelerometer on Arduino microcontroller in C
- Developed multi-platform medical application through C# / Xamarin for client at UCL Hospital

Senja VGS (Finnsnes, Norway)

International Baccalaureate Diploma Programme, August 2014 – May 2016

- Received distinction for highest IB score ever awarded in Northern Norway (42)
- Founded and led programming tutoring group, teaching programming and game development through Python (with use of the PyGame framework)