

CV OF ANDERS HEINDORFF FREDERIKSEN

HELLO!



I'm a game designer specialized in game systems, content and gameplay, working in-engine in Unity.

Following an agile iterative development proces and with high standards, I create results of good quality on budget and on time.

CONTACT



(+45) 28 89 38 19



andersheindorff@hotmail.com



andersheindorff.dk

LANGUAGES



Danish
Native profeciency



English
Full professional profeciency



Swedish
Professional working profeciency

SOFTWARE SKILLS



Sheets / Excel



Unity & C#



Blender



GitHub



Sourcetree

WORKING EXPERIENCE

Game Designer at Serious Games Interactive

April 2017 - March 2020 (3 years)

- Designing 15+ small to large-scale (3. Mio. dkk) projects from point-and-click to strategic games, singleplayer and (local/online) multiplayer in both digital and analogue formats.
- Responsible for designing projects from sales pitch to release build in App Stores, on web server or other.

Roles/responsibilities:

- Prototyping, conceptual design and game design.
- Level design, content production & scripting in C#.
- In-engine implementation, testing and balancing.
- Support leads in forming the vision, macro-design work and art direction.

Game Designer at GameTools

August 2015 - October 2016 (1 year, 3 months)

- Designed and shipped the board game Sigurd's Danmarkshistorie På Spil, which was sold in stores in Denmark under the Politiken brand.

EDUCATION

The Royal Danish Academy of Fine Arts

MA, Game Art, Design and Development, Masters degree
August 2014 - June 2016

My education at The Royal Danish Academy of Fine Arts has been within different areas of designing and creating games, with mentors and teachers from the danish and european game industry.

The Royal Danish Academy of Fine Arts

Bachelor's degree, Games and Interaction design
August 2011 - June 2014