



CONTACT

Daniel Ingmer Jallov

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<http://www.jallov.com/>

LANGUAGES

+++ C#, Java (Android),
JavaScript, Ruby (Rails
and Sinatra
frameworks)

+ C/C++, SQL, SML,
Delphi, Python, PHP,
UnityShader/CG

TOOLS

+++ Unity, Visual
Studio, Android Studio,
Eclipse

+ git, SVN, Sublime
Text, Unreal Engine 4,
GameMaker

AWARDS

Google Play award at
Nordic Game Jam 2014

WORK EXPERIENCE

2009 - **Aps Data-know-how**

2015
&
2016 -
current
Project manager on new web and mobile platform
Windows Mobile 6.5 and Android app development
Project leader on outsourced iOS development project
Backend development with Windows Azure
Cloud infrastructure architecture and design
Technical drawing using in-house CAD tool

2015 - **Logic Artists**

2016
Game Programmer on 2.5D mobile game in Unity for iOS,
Android and Windows Phone
Gameplay programming and editor tools for level designer
Procedural level generation
Animation implementation
Arcade style state machine AI for boss fights
Reference: Nils Iver Holtar, lead programmer. nilsih.com

2008 **University of Copenhagen**

Website administrator for the Microbial Food safety and Hygiene
department

EDUCATION

2012 - **IT University of Copenhagen**

2014
Cand. it. (Master of Science) in Game Technology
Master's thesis about using neuroevolution to generate AI for a
game developed as part of the thesis.
Reference: Julian Togelius, thesis supervisor. julian@togelius.com

2009 - **University of Copenhagen**

2012
Bachelor in Computer Science, with optional courses in
mathematics and biology.

PUBLICATIONS

2016 **EvoCommander: A Novel Game Based on Evolving and Switching Between Artificial Brains**

Daniel Jallov, Sebastian Risi, Julian Togelius
Published in: IEEE Transactions on Computational Intelligence and
AI in Games

ABOUT ME

I'm 26 years old and I live in a tiny apartment in Valby, Copenhagen with my girlfriend.

I enjoy spending time with my friends and family, going to the gym, reading books, playing my guitar and playing video games.

I play snooker at the top level in Denmark and is no. 7 on the Danish ranking list after the 2015/2016 season. I have represented Denmark at the European Championships twice and at the Nordic Championships twice.

I volunteer in the Danish snooker association where I arrange tournaments and manage our website.

INTERESTS

Artificial intelligence, Procedural content generation, Game design, gameplay programming, user experience

GAMES / PROJECTS



Complete portfolio available at <http://www.jallov.com/>

2016

Time Guards: Göbeklitepe

2.5D mobile game at Logic Artists for Android, iOS & Windows Phone
Unity, C#. Team of six persons. Point and click puzzle solving, side-scrolling endless runner, boss battles and puzzle mini games.
Responsibilities: Gameplay programming, procedural level generation, animation implementation, arcade style AI for boss fights.
<http://www.timeguardsgobeklitepe.com>

2015

Obvio

Unity, C#. Team of seven persons. Four player circular *Break out* game, Mariachi style!
Responsibilities: Game design, control scheme (XBox 360 controller), ball physics, game feel, UI implementation.

2014

UnityNEAT

Unity, C#, NEAT. A port of the neuroevolution algorithm NEAT to the game engine Unity.
Publicly available as open source at
<https://github.com/lordjesus/UnityNEAT>

2014

EvoCommander

Unity, C#, NEAT. Created as part of my Master's thesis. The game uses neuroevolution (NEAT) to generate artificial intelligence for a simple robot.
Features: Player-controlled neuroevolution, online data storage, online multiplayer, port of the NEAT algorithm to Unity.

2014

Parandroid

Android, Google Play Services. Team of 4 persons. A physical game about sneaking up on each other using GPS tracking.
Responsibilities: Game design, graphic design, concept art, UI implementation.
Won the Google Play award at Nordic Game Jam 2014

2013

Rush of the Vanguard

Unity, C#. Team of 8 persons. Infinite runner style game with combat system and continuous horizontal movement.
Responsibilities: Concept art, general gameplay programming, obstacle and enemy spawning, combat system, in-game HUD UI implementation.