



CONTACT

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LANGUAGES

Favorite: C#, Java
(Android), TypeScript
(Angular 2), Ruby (Rails
and Sinatra
frameworks)

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

TOOLS

Favorite: Unity, Visual
Studio, Android Studio,
Visual Studio Code,
Eclipse, git, Jira

Other: SVN, Unreal
Engine 4, GameMaker

AWARDS

Google Play award at
Nordic Game Jam 2014

WORK EXPERIENCE

References available upon request

- 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

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.
- 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
- 2017 **Graph algorithms for AI in Games**
Video course about graph algorithms for use in artificial
intelligence in games. Aimed at beginners, code in C# with plenty
of examples in Unity.
Published by Packt Publishing

ABOUT ME

I'm 28 years old and I live on Amager in Copenhagen with my girlfriend and my hamster.

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

I play snooker at the top level in Denmark and is no. 9 on the Danish ranking list after the 2017/2018 season. I have represented Denmark at the European Championships twice and at the Nordic Championships four times.

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/>

- 2018 **Unannounced project at Data-know-how**
Cloud-based solution for the cleaning business
Android, web, backend. Backend in C# on Azure, frontend in Angular 2, native Android development.
Responsibilities: Project manager for developer team in Egypt, designing and describing features and requirements, developing Android app and web app.
- 2018 **Break Out**
Unity, C#. A clone of the classic Break Out game about crushing bricks with balls. Made as a hobby project, polished and released.
<https://play.google.com/store/apps/details?id=dij.game.BreakOut>
- 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 **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.
- 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.