



## CONTACT

Daniel Ingmer Jallov

Marengovej 2, 1. tv.  
2300 København S  
Denmark

+45 51 76 10 19  
[danieljallov@gmail.com](mailto:danieljallov@gmail.com)  
<http://www.jallov.com/>

## LANGUAGES

**Favorite:** C#, Java  
(Android), TypeScript  
(React, Angular 2+)

**Other:** C/C++, SQL,  
SML, Delphi, Python,  
PHP, UnityShader/CG,  
Ruby (Rails and Sinatra  
frameworks)

## TOOLS

**Favorite:** Unity, Visual  
Studio, Android Studio,  
Visual Studio Code, git,  
SourceTree, Jira, Asana,  
Docker

**Other:** SVN, Unreal  
Engine 4, GameMaker

## AWARDS

Google Play award at  
Nordic Game Jam 2014

## WORK EXPERIENCE

References available upon request

- 2019 - **ActiveFloor**  
current Developer with a broad range of responsibilities, including game development in Unity and WPF, developing depth-sensing motion tracking with Kinect and Azure Kinect cameras, image processing with OpenCV and architecturing connected systems with web backend and game clients
- 2009 - **Aps Data-know-how**  
2015, Project manager on new web and mobile platform  
2016 - Windows Mobile 6.5 and Android app development  
2019 Project leader on outsourced iOS development project  
Backend development with Windows Azure  
Cloud infrastructure architecture and design
- 2015 - **Logic Artists**  
2016 Game Programmer on 2.5D mobile game in Unity  
Gameplay programming and editor tools for level designer  
Procedural level generation  
Animation implementation

## 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 30 years old and I live on Amager in Copenhagen with my girlfriend.

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. 13 on the Danish ranking list after the 2019/2020 season. I have represented Denmark at the European Championships twice and at the Nordic Championships five times.

I volunteer in my local snooker club where I arrange tournaments and organize live streaming of matches.

## INTERESTS

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

## GAMES / PROJECTS

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

- 2020 **Unified calibration system for ActiveFloor**  
**C#, Unity, WPF, OpenCV.** Brought together many different formats from different use cases and different types of cameras in a single format, which makes it easy to extend with new camera types. Implemented new tracking functionality with OpenCV and some applied linear algebra.
- 2020 **SportsWall**  
**C#, Unity.** The SportsWall is a new product for ActiveFloor which works on walls instead of floors. Developed a prototype with activity games and instant tracking.
- 2019, 2020 **Games for ActiveFloor**  
**C#, Unity, WPF.** Implementation of games in both WPF and Unity for the ActiveFloor platform. Introduced 3D environments to ActiveFloor with the Fishes and Butterflies games.
- 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.
- 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.
- 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.