

# Peter Christian Asmussen Hou

Multimedia animator specialising in interactive applications  
04.01.1981

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## Skills

For more than 10 years, I've been developing interactive applications deployed on both desktop and mobile platforms. The applications have covered a wide range of genres including virtual reality, augmented reality, product presentation, games and e-learning. A notable core skill is my insight into interactive realtime 3D graphics.

In addition to my technical skills, I have an interest in team management and have completed the obligatory courses in management at Business Academy Aarhus. In time, it's my ambition to achieve a position as team leader, since I believe the demands on future interactive productions require the synergy of a great team in order to be successful.

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## Software Knowledge

Since I cover both programming, graphics and management skills, I'm able to fill different positions depending on what's needed in order to get the job done. At the moment, I work with C# in Unity as my programming language of choice. My primary tools for digital content creation are 3D Studio Max and Adobe Photoshop. In addition to Unity, I've previously worked with 3D engines such as Quest3D, VR4Max and TurnTool. I'm happy to learn new tools as needed.

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## Experience

**Game Developer**  
**Minitutor ApS**  
feb. 2014 – now

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Development of educational games for children.

**Partner**  
**Groove ApS**  
feb. 2013 – jan. 2014

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Lead programmer on the following titles:

- Scallywags (iPhone and iPad, published by Funday Factory in 2014)

- Tvillingerne og julemanden (iPhone and iPad, augmented reality christmas calendar)
- Bamse Bomstærk (iPhone and iPad)
- BlockBall (iPhone)

**Realtime developer and 3D artist**

**Cadpeople**

sep. 2010 – jan. 2013

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Development and production focusing on interactive product presentations, e-learning and e-training.

**Realtime developer**

**CAT-productions**

aug. 2010

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Project employee.

**Realtime developer**

**Cadpeople**

jan. 2010 - mar. 2010

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Project employee. Development of an interactive demo for Vestas which was later to become the Vestas 3D Explorer. In addition, I worked as an assistant 3D artist and animator.

**3D artist / developer**

**Cadesign form**

aug. 2006 – sep. 2009

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Interactive 3D visualisation and configuration of architecture and products. Clients included Vestas, HTH and Danfoss. Research and development in the areas of realtime graphics and virtual reality.

**Intern**

**VR Media Lab**

oct. 2003 – apr. 2006

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Development of virtual reality demos and presentations.

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## **Education**

### **Business Academy Aarhus**

Academy degree in management, 2011 – 2014

- Practical management
- Organisation
- Strategic leadership
- Practical project management

### **Digital Media, Media College Aalborg**

Multimedia animator, 2002 – 2005

### **Aalborg Studenterkursus**

High school, 1998 – 2000

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## **Languages**

### **Fluent, writing and speech**

Danish, English

### **Basic understanding**

German, Swedish, Norwegian, French

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## **Personal Qualifications**

Keeping agreements and delivering on promises is very important to me. I believe that one of the most valuable traits of a co-worker is being dependable and able to instill the trust and confidence that clients appreciate.

I also strive to eliminate overtime as much as possible since I view overtime as a result of bad planning. Of course, reality isn't always that simple – sometimes plans just don't work out. However, when a plan needs to change, I think it's important to be prepared and have changes under control.

In my spare time, family comes first, but I also make room to enjoy the latest movies, games and technical advances in the field of interactive entertainment.