

Contact information

Name Andreas Lagerstedt
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Work

Company	Game Swing
Position	Sound designer and Composer Intern
Period	August 2016 – December 2017
Responsibilities	Production and implementation of music and sound effects in a video game
Skills and experience	Sound design and music production in different styles and genres. Audio Implementation in Unity. Coding in C#
Contact	Martin Petersen (contact@game-swing.com)

Company	Heartbeats
Position	Sound designer and IT-responsible
Period	August 2015 – Now
Responsibilities	Producing music for videoproductions, radiojingles and radioprograms. Taking charge on IT-projects
Skills and experience	Sound design and music production in different styles and genres. Project management, project planning and ideation.
Contact	Le Gammeltoft (le@gammeltoft.dk)

Company	IT-University of Copenhagen
Position	Teaching Assistant in the course "Digital Material and Interactive Artifacts"
Period	Spring semester 2014
Responsibilities	Teaching concepts of interaction design, java-script at beginner level and planning exercises for bachelor students
Skills and experience	Pedagogy, communication, planning of curricular activities, knowledge and practice of interaction design, novice coding ability
Kontaktpersoner	Tomas Sokoler (sokoler@itu.dk) Mogens Jacobsen (moja@itu.dk)

Company	IT-University of Copenhagen
Position	Teaching Assistant in the course "Interaktionsdesign: Genres and contexts"
Period	Fall semester 2013 and 2014
Responsibilities	Teaching concepts of interaction design and planning exercises for bachelor students
Skills and experience	Pedagogy, communication, planning of curricular activities, knowledge and practice of interaction design
Kontaktpersoner	Anna Vallgård (akav@itu.dk) Mogens Jacobsen (moja@itu.dk)

Company	Børnehuset Svanen (Kindergarten)
Stilling	Pedagogue Assistant
Periode	December 2009 - December 2012
Responsibilities	Pedagogical and playful activities, hygiene
Skills and experience	Pedagogy, handling stress and chaotic situations

Voluntary Work

Company	Corabelle festival
Position	Social Media Team
Responsibilities	Conceptualizing and creating social media campaigns
Skills and experience	Sound design, editing promotional video, conceptualization
Company	Danmarks Radio (DR)
Position	Facilitator at "Workshop about the TV of the future"
Responsibilities	Guiding creative processes during conceptualization and ideation, while contributing to the process
Skills and experience	Design skills including ideation, processplanning and conceptualization. Præsentation and communication skills

Projects

Project title and type	"Distributed Game Interfaces" - Bachelor thesis on how to include smartdevices into digital play experiences in a meaningful way
Skills and experience	Game- and interaction design theory and practice, project planning