

CV – ITAI THOMAS YAVIN

CONTACT INFORMATION

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About Me:

I see myself as a visual person. I learn best by watching and doing. Visualizing and drawing my thoughts helps me approach and solve problems. I view programming as a series of problems or tasks, that needs solving. I've always enjoyed that kind of problem solving, and find that there are few things more satisfying, than finally solving a task, and see your work function. For me its also about having a way to express myself, whether it be through code, or another creative outlet.

If you want to see some of the work that I have done during my education, then visit **my portfolio** at www.iyavin.one.

Co-owner of Sidetracked ApS

(November 2018 - January 2019)

I worked together with three other guys on building our own start-up. The start-up was based on our thesis project. From December 2018 I was officially hired in the company as we had gotten our first round investment. In January 2019 I realized that the start-up life was not for me, and I quit.

Acquired Skills:

- Planning and preparing pitches. While I was not the one to pitch, I did have a hand in planning and preparing for the pitches.
- I learned about my own weaknesses and to listen to my self and my own needs. In other words I learned how to better evaluate whether I am content with a situation.
- I spent a lot of time researching subjects for work that I knew very little about. I feel that this taught me a lot about how to approach new subjects and problems.
- I learned a lot about what it means to manage a start-up and the responsibility that follows.

EDUCATION

Master in Games, Technology track ITU Copenhagen (September 2016 - June 2018)

Games Tech at ITU is focused on teaching the essence of game production. This does not only mean general design, but also the building of advanced game systems, as well as other disciplines such as pitching and working with data bases.

Acquired Skills:

- During my master I have been taught to think more like a designer. A programming solution is not necessarily a means to its own end, but a way to bring an interaction to the user. This I find is true for any design, be it a game, or any other digital solution.
- Through this I have gained experience with building engine systems, such as rendering systems and physics.
- I have also had classes in graphics programming, where I finished a project containing a water refraction shader and a picking algorithm.

DADIU 2017, National Film School of Denmark (2017, September - December)

DADIU is a yearly project held by the Danish Film School in Copenhagen. DADIU gather students from different educations throughout Denmark, and aim to simulate real game productions, in teams of 15-20 students. I was one of 7 programmers in my 17 man group. For more information you can visit DADIUs home page: <http://www.dadiu.dk/>.

Acquired Skills:

- I learn how to work with tight deadlines.
- Through DADIU I gained experience in what it means to work in group productions, but most importantly I learned the importance of communication between the different parts of a group.
- I learned that, the moment a fraction of a group, be it the programmers, the designers or the artists, doesn't communicate efficiently with another, the final product will suffer.

Bachelor in Medialogy, Aalborg University Copenhagen (September 2013 - July 2016)

Medialogy is a broad education which aims at teaching its students about designing solutions for digital media problems, which covers, game & film production, animation and other media. Medialogy is also very focused around project execution and management, where each semester revolved around problem solving in group projects.

Acquired Skills:

- Through medialogy I have learned how to work efficiently in smaller tight groups, as well as how to manage a group project.
- Here I have also gained experience in testing, gathering data as well as analyzing this data, and how to use this to further an iterative process.
- I have been taught in project management, as well as several methods for this, such as **scrum** and diverse **brainstorming techniques**.
- Test planning and execution is something I have done many times, as well as working with and **analyzing test data**.

DIY Event and Game Development, Vallekilde Højskole (2012, January - July)

I spend roughly half a year at Vallekilde Højskole. During this time I spend a lot of my time trying out creative media and developing myself as a person.

Acquired Skills:

- **Camera Obscura**. The process of making pinhole cameras and developing the negatives afterward.
- **3D Modeling** with the purpose of game development. At the time I used 3Ds Max.
- I participated in planning and execution of the Clean out Loud project at Roskilde Festival. Clean out Loud is a project to try and encourage Roskilde Festival participants to have a cleaner festival. It has been fairly successful the last couple of years.

Digital Design, Aarhus University (September 2012 - June 2013)

Digital Design aimed to teach interaction and user centered design for digital products. They focused a lot on an Ethnographic approach to gathering information. I spend a lot of time observing people as the base of our research. I spend a year studying Digital Design before I decided that it was not what I was looking for.

Acquired Skills:

- **Interaction design**. I was taught to think about the user and their interaction with the product.
- I was taught in **user-centered design**, especially in the principles laid out by Donald Norman.

**High School, STX,
Ikast Gymnasium**
(2009 - 2012)

**WHY A GAME
PROGRAMMER?**

- Game Programming has taught me to think about problems creatively, and that most problems have multiple solutions.
- As a game programmer I have been taught to work iteratively and that sometimes its better to kill your darlings.
- As games tend to be systems build from many parts, I am used to look after bugs in unexpected places.
- Through collaborative game productions, I am accustomed to think of my code as something that others need to use, not only other programmers, but also designers, artists etc.

OTHER

- **I am capable of independent work.** While most of my education has been centered around group work, I also have independent work experience. Also in most of my group productions we have worked independently to reach our common goal.
- **I am a quick learner,** I am confident that I am capable of learning new programming languages, and I am eager to challenge myself.
- I speak fluently **Danish** as well as **English**.
- **I can program** and am by now experienced with several programming languages (C#, C++ and Java)
- **I am a team player.** I see it as my responsibility to contribute and to be as reliable as I am capable of. I also have plenty of experience with working in groups, and am quite comfortable doing so.
- I have completed workshops in **high-school didactics and communication**, and enjoy teaching as well as instructing others, as I feel like it is an opportunity for myself to improve as well.
- **I am often happy to try something new.**

ASPIRATIONS

I enjoy working in smaller teams, and would love to end up in a position for the designing and creation of digital media. Whether that would end up as a game, an app or something third, isn't necessarily that important to me. Though I do have a love for making games, I find joy in the creation of most media solutions. I have quite a bit of educational experience in designing media solutions, and it is a process I would not mind continuing to work with. For me, the key importance is to have the space to be creative.