



Christian Glerup Sørensen

CV

Name

Christian Glerup Sørensen

Age

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Address

Contact me

Websites

christiangs.com
pineriver.dk

LinkedIn

linkedin.com/in/
christianglerupsorensen

Twitter

twitter.com/cgspineriver

Hobbies

Gaming, technology, and anything related to computers

Running and workout

Reading and TV shows

Guitar and music

Profile

I'm an energetic and optimistic guy with a massive passion for leadership and art. I've always been eager to jump right into new projects. I've years of experience as the leader of multiple projects and I focus heavily on leading and planning to ensure everybody's job becomes as easy as possible.

I was raised on a farm, and my parents ran their own company, where my passion for leadership started. I love technology, art, creativity, sports, music, and animals, and I really love lots of black coffee!

Need someone highly motivated in any project with a personal passion for letting everyone feel equal and essential while pushing and motivating everyone to do their best? I'm your guy!

Education

Ongoing: MSc. Medialogy - Computer Graphics

- From September 2020 - June 2022
- A continuation of my bachelor with specialization in Computer Graphics i.e. 3D, graphics, shaders, textures etc.

BSc. Medialogy, Aalborg University

- September 2017 to June 2020
- Education includes skills within programming, design, game development, sound, and film production

Nørresundby Gymnasium (High School)

- From August 2012 to June 2015
- High level subjects: Biotechnology, Physics, & English
- Cambridge Advanced English Certificate



Software & Tools

Art, 3D & Game Development

- Blender - 4 years
- Unity 3D - 4 years
- Affinity - 3 years
- Maya 3D - 3 years

Management

- SCRUM - 5 years
- Miro - 3 years
- Trello - 3 years

Programming

- C# - 5 years
- Python, C++ & Java - 1 year (each)

Web Development

- CMS - 10+ years
- HTML - 3 years
- CSS - 3 years
- PHP - 2 years

Notable Semester Projects

10th Semester: VR Eye-Tracking Master Project

- Developing realistic VR environment with eye-tracking features
- Main contributions: Project Manager and Artist/Art Director

9th Semester: ART Director for DADIU

- From September 2021 to December 2021 (internship)
- <https://wizbrew-entertainment.itch.io/ascent>

7th-8th Semester: Eye-Tracking Projects

- Applying Eye-Tracking to an adaptive narrative game
- My contributions: Art Director, 3D & Graphic Design

5th-6th Semester: VR Projects

- Digital Culture incorporated in a VR Game & redirected walking
- Main contributions: Lead Programmer, Level Design, Evaluation

Work Experience

CEO and Founder of PineRiver.dk

- December 2018 - still ongoing
- Web-, game-, and dedicated server hosting

Project Manager and Accounting for Dan Service

- From January 2010 - still ongoing
- Family company. Transport/distribution of goods in Denmark.
- Logistic planning, accounting, project management etc.

Journalist at Dust2.dk/HLTV.org

- From August 2016 - October 2021
- Focuses on esports, specifically Counter-Strike
- Also did photography. 2000+ pictures available at HLTV.org

Bartender at Rock Caféen/L.A. Bar

- From April 2016 to September 2017
- Bartender and storage management

Editor-in-Chief at Gaming.dk

- December 2015 to August 2016
- Heavily focused on esports, technology and hardware

CEO and Founder of HydroGaming

- From March 2010 to December 2012
- Danish Gaming community. Sold it to focus on High School