Thor Lyster Lind

Copenhagen, Denmark | thorll.github.io | linkedin.com/in/thor-lind | github.com/ThorLL

Summary

I'm a software developer with two years of experience and a master student of game technology. I specialize in high performance programming, parallel computing, and simulations. Relating to both games and software.

Skills

Languages: C++, Java, C#, Kotlin, Python, GLSL, HLSL

Technologies: .NET, AWS, Unity, Shaders

Experience

Student Software Engineer, Shape Games – Copenhagen, DK — Jan 2023 – Nov 2024

- Backend API developer on the Control Panel Content Management System (CMS) with Kotlin
- Automated deployments via gh-actions to AWS (github/marketplace/actions/deploy-to-environments)
- Migration of code bases to major SDK upgrades

Software Engineer Intern, eCRETO – Aberdeen, GB — Jan 2022 – June 2022

- Full stack development of distributed ecommerce software with focus on transferring of sensitive data in .net C#

Projects

The Last Reservoir — github/ThorLL/last-reservoir

- The Last Reservoir is an environmentally story driven adventure game. Developed along with 5 co-students, with my focus mainly being on performance, lighting, version control, and programmers to designers communicator.
- Tools Used: C++, Unreal Engine

Ray Tracing Graphics Simulation — github/ThorLL/ray-tracer

- A deep dive into realistic image synthesis, this project implements a custom ray tracing engine designed to generate photorealistic scenes by accurately simulating light–object interactions. With options to adjust rays per pixel, maximum bounces, focus distance, and various diffusion methods to tailor the rendering process
- Tools Used: C++, GLSL, imgui

Tornado Vortex Simulation — github.com/ThorLL/tornado

- Developed in Unity using the ECS (Entity Component System) architecture, the simulation renders hundreds of thousands of fully particles in real-time. Tornado physics are grounded in real-world equations and atmospheric modelling, with customizable parameters for altitude-based wind speed, drag, pressure systems, and more. Utilising a precomputed particle position based cache to maintain performance at scale.
- Tools Used: C#, Unity, Unity-ECS

Education

IT-University Copenhagen, MSc of Games (Technology) — Aug 2023 – June 2025

- **Thesis:** Simulating ecosystems to create evolving game environments - that actively influence gameplay.
- **Coursework:** Strategising in Turn-Based Games. Ray Tracing. AlphaGo inspired Deep Neural Network-Enhanced Monte Carlo Tree Search for Match-3 Tile-based Games

IT-University Copenhagen, BS in Software Development — Aug 2020 – June 2023

- **Thesis:** Automated Annotations of Badminton Batch - by tracking players' and shuttlecock's position using in-house trained machine learning models
- **Coursework:** Othello Game AI which won the university's annual Othello AI competition.