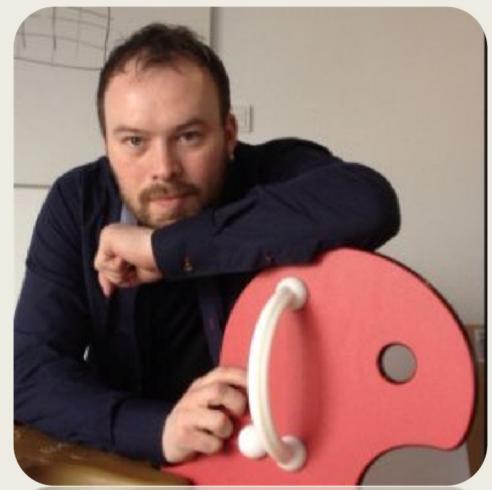


Søren Skøtt

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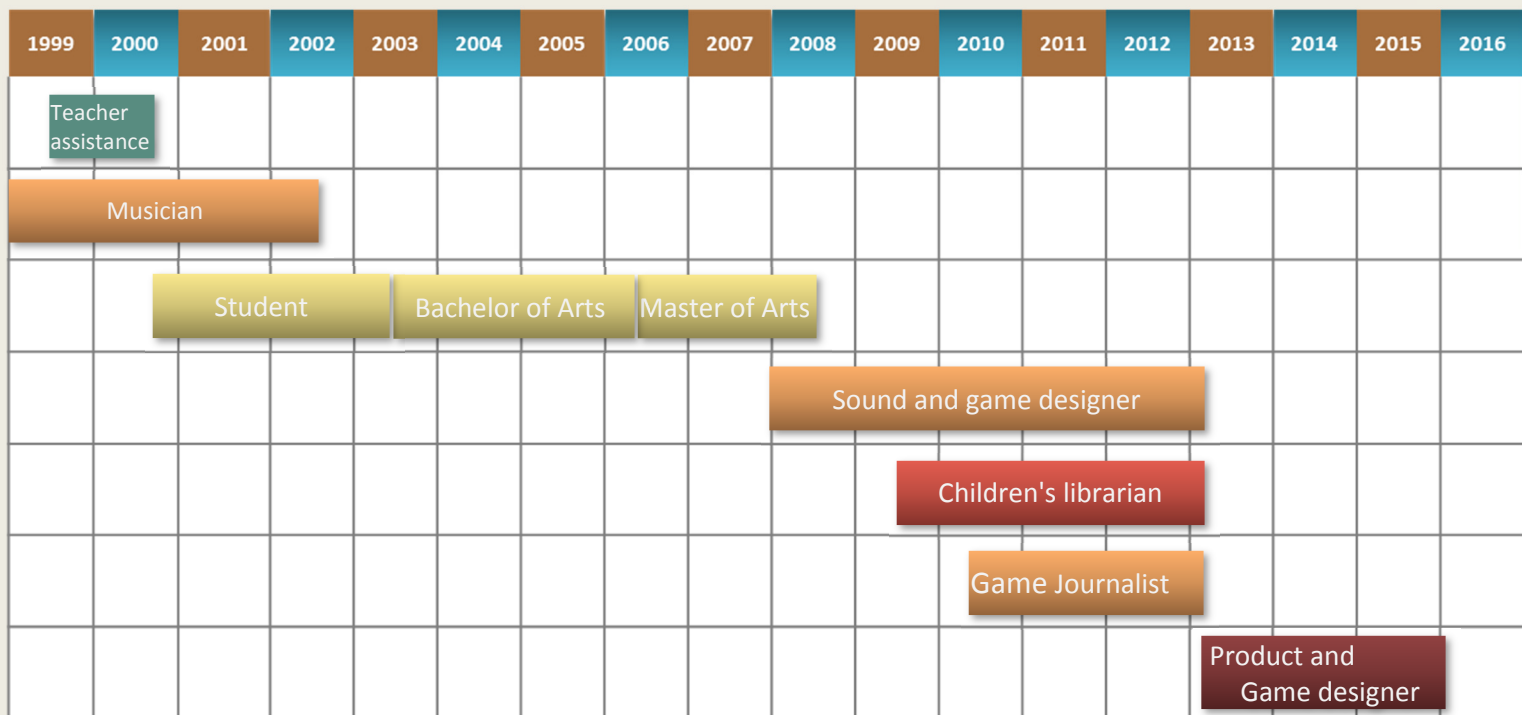


Designing for play

Summary

Play pilot, Musician and Game designer with an educational background in information technology, programming, game design and a masters degree in Audio Design.

Education and Work experience



Odense Friskole

Teacher assistance

Working with children in the areas of games, music & basic education. Includes after school activity like sports, theater and gaming activity like board games, Pokémon and computer games.

Education

Master's degree in Audio Design (2008) Institute of Information and Media Studies at Århus University
Bachelor degree in Humanistic Information Science (2006) Syddansk Universitet, Kolding
Studied at Center for American studies (2000-2003) Syddansk Universitet, Odense

Freelance

Musician; playing live gigs, studio sessions and composing and producing music with various artists.
Sound and game designer; Generated concepts, music and sound for different purposes.
Game Journalist; Reviews multimedia games for usability/classification in the Danish library system.

Haderslev Bibliotekerne

Children's librarian

Working at the library's children's department in Haderslev. My focus areas were computergames, music and setting up new exhibitions as well as other things related to design, scientific visualization, art and culture. Create interactions for children.

KOMPAN A/S

Product and Game designer

Designing tomorrow's playground. Linking the physical playground with a virtual world of play. Creative team-based development and spearheading never-before-seen concepts with focus on digital solutions.

Practical skills and knowledge

Multimedia & Digital thinking



Creativity & Thinking outside the box



Video Games, Gamification and Game mechanic



User Interface Design, HCI and Usability



Pyrotechnic



Play, Games and Playgrounds



Music, Sound and Sound design



Video and Video editing



Edutainment



Teaching & Presenting



Social Media



Adobe Creative Suite



Physical modelling, working models and functional model



Web Design (including PHP, CSS, HTML)



Fast learner when it comes to familiarize myself with new programs and have an excellent technical understanding

Selected Projects

The Smart Playground

Award winning playground concept, with augmented reality, 3d games and interactive storybooks, all based on the beloved fairytales of Hans Christian Andersen. (5 apps)

ICON Responsive web design

Micro site for KOMPAN ICON, with game instructions (icon.kompan.com)

Hør her (Hear This)

Learning application for children with Cochlear implants.

Children, Music and Creativity

Practical project in 5th grade, using computer games as musical training. Project is published as a conference paper presented at Danish Research Centre on Education and Advanced Media Materials conference in 2006.

Game design and Sounds

Design for several indie computer games at Copenhagen Game Collective/Knap Nok Games

Soundbranding

for Olsen & Strøh Automation

Sound and Speak

for Alinea as part of their educational games "KontexT 0" at elevunivers.dk

Language

Danish: Native language.

English: I speak fluent English and I am capable of writing English on an academic level having spent one year in High School as an exchange student and 3 years study at Center for American studies at SDU.

Miscellaneous

Semi professional musician

From 1997-2001, playing live gigs, studio sessions and composing and producing music with various artists.

Licensed pyrotechnician

Authorized for all year use of any firework or pyrotechnic device, specializing in stage and theatrical pyrotechnic.

Personal Profile

Born in 1976. Married with 2 children. Interests include creativity, computers, music and games, as well as physical activity like running and swimming. As a person; outgoing, loyal, a good "team player" and consider myself playful and creative in my work, as well as energetic and committed.