



DETAILS

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PROFESSIONAL SKILLS

- Programming
- Full-stack development
- Game development
- Learning technology
- User-centred design
- Agile methodologies
- Project management
- DevOps & CI/CD
- AI/LLM integration

TECHNOLOGIES

- C#, Unity
- React, TypeScript, JavaScript
- HTML5, CSS
- Node.js, Express
- Java
- C++
- RESTful APIs
- SQL & NoSQL
- Git, GitHub Actions (CI/CD)

Emil Rimer

MASTER OF SCIENCE IN ENGINEERING
GAME DEVELOPMENT & LEARNING TECHNOLOGY
• UNIVERSITY OF SOUTHERN DENMARK •

PROFILE

I am a software engineer with strong competencies in React, TypeScript, and modern web development, as well as game development in Unity and C#. I specialize in building scalable, user-friendly digital solutions with a focus on performance, usability, and code quality. I work end-to-end, from concept and architecture to implementation, testing, and deployment, and thrive in iterative, collaborative environments where experimentation and rapid feedback drive progress.

PROFESSIONAL EXPERIENCE

Student Assistant, CRM • University of Southern Denmark

- Maintained SDU's CRM platform through structured troubleshooting and user-centred process improvements.
- Delivered technical support through continuous communication, strengthening cross-organization collaboration.
- Contributed proactively to automations and integrations (React, JavaScript) to improve the overall user experience.

Reference: [Stefan Valente Mulbjerg, Team Lead for M365 & Automation, SDU IT](#)

MARCH 2023 — JUNE 2025

Student Research Assistant, Software Development • University of Southern Denmark

- Designed and implemented a C#-based Wave Function Collapse system for algorithmic generation and visualisation of urban planning scenarios.
- Collaborated with researchers and end-users through iterative prototypes and dialogue-driven development.
- Worked systematically with optimisation, documentation, and testing to deliver a stable and reliable tool.

Reference: [Marco Scirea, Associate Professor](#)

FEBRUARY 2025 — JUNE 2025

Student Programmer, Software Development • University of Southern Denmark

- Developed a full-stack ESG-focused writing tool using React/TypeScript and Node.js/MongoDB with strong emphasis on user-centred design.
- Implemented advanced LLM functionality (GPT-4) through prompt engineering, RAG, function calling, and iterative output analysis.
- Ran short agile sprints and translated user feedback into concrete product improvements that met both functional and non-functional requirements.

Reference: [Heidi Philipsen, Associate Professor](#)

SEPTEMBER 2024 — JANUARY 2025

Teaching Assistant (Learning Technology 1) • University of Southern Denmark

- Supervised 30+ students in developing interactive learning technologies, combining technical guidance with an empathetic, relationship-oriented teaching style.
- Supported students in user-centred development through early prototyping and repeated testing cycles.

SEPTEMBER 2024 — JANUARY 2025

Teaching Assistant (Game Design 1) • University of Southern Denmark

- Taught design processes and translated complex concepts into practical guidance, strengthening students' understanding of structure, iteration, and quality in development work.
- Guided teams in planning and deliverables, fostering a collaborative environment with clear communication and technical support.

SEPTEMBER 2024 — JANUARY 2025

PERSONAL SKILLS

- Structured
- Detail-oriented
- Strong communicator
- User-focused mindset
- Empathetic
- Proactive and self-driven

LANGUAGES

- Danish (Native)
- German (Native)
- English (Fluent)

ABOUT ME

Former competitive swimmer, where I developed discipline, focus, and perseverance. I play piano as a creative outlet and stay active through regular training, which gives me balance and energy in daily life. I also build websites and small game projects in my spare time, exploring new ideas and technologies.

REFERENCES

References available upon request.

EDUCATION

Master of Science in Engineering (MSc)

Game Development & Learning Technology, University of Southern Denmark, Odense

- Advanced software development, software architecture, and design patterns.
- Modern web development: React, TypeScript, REST APIs.
- Intelligent software solutions for education, automation, and data analysis.
- Interdisciplinary collaboration in agile workflows with iterative deliveries.
- Master's thesis on LLM integration for dynamic NPC dialogue systems (GPT-based).

SEPTEMBER 2023 — JUNE 2025

Bachelor of Engineering (BSc)

Game Development & Learning Technology, University of Southern Denmark, Odense

- Object-oriented programming and software design principles.
- Client-server applications and database-driven systems.
- Interactive systems and user-driven development of learning technologies.
- Game development with focus on game design and player interaction.

SEPTEMBER 2020 — JUNE 2023

SELECTED PROJECTS

Sustainable Story Tool • ESG-Based Writing Platform

- Developed an LLM-powered writing tool with a focus on intuitive user experience, component-based frontend architecture, and stable full-stack functionality. Worked systematically with prompt engineering, RAG, and function calling, and validated the solution through repeated user tests where feedback was translated into targeted improvements.

Master Thesis Project • LLM-Driven NPC Interaction

- Built a scalable LLM architecture for dynamic NPC interaction in a Unity-based RPG. Designed complex agent flows and optimised them through iterative testing with 64 participants. The project demonstrated strong technical rigour, performance awareness, and the ability to connect user data to concrete product improvements.

MeCo • Connecting Memories

- Designed a photo-sharing platform focused on usability, accessibility (speech-to-text/text-to-speech), and reliable data handling. Worked user-centrally through co-design, observation, and iteration, ensuring a solution that met the needs of elderly users and their families both technically and empathetically.

PUBLICATIONS

Towards Interactive Evolutionary Camouflage Design

IEEE Conference on Games (CoG), 2024.

Rasmus Ploug, Emil Rimer, Anthon Kristian Skov Petersen, Marco Scirea & Joseph Alexander Brown.

Evolving Camouflages: A User-Centric AI Approach for Game Aesthetics

International Journal of Computer Games Technology, 2025.

Rasmus Ploug, Emil Rimer, Anthon Kristian Skov Petersen, Marco Scirea & Joseph Alexander Brown.

Talking to NPCs: Three LLM-Driven Approaches to Dynamic RPG Dialogue

IEEE Conference on Games (CoG), 2025.

Anthon Kristian Skov Petersen, Emil Rimer, Rasmus Ploug & Marco Scirea.

Open-Ended NPC Dialogue Favors Casual Players: A Pilot Comparison of Three LLM-Driven Dialogue Systems

IEEE Conference on Games (CoG), 2025.

Anthon Kristian Skov Petersen, Emil Rimer, Rasmus Ploug & Marco Scirea.