

Resume

Bertil Kasper Kaae

2026

A passionate game developer

My biggest passion has always been to create something that other people can enjoy and have fun with. I fell in love with game development, and found myself gaining more and more experience over the span of more than 10 years, working in various game engines creating products ranging from custom mods, to fully released games. In 2024 I released Cellfish on Steam, which I developed over the span of 2 years. Then in 2025 I released Sprouting Depths, and in 2026 I released Focus Froggy.

Supporter at Simply.com

I worked at the webhosting company Simply.com for 3 years as a supporter, where I gained experience in locating and explaining problems in a simple and understandable way. I found enjoyment in solving problems and being the person that other people can depend on to help find a solution.

Game Developer at Umami Games

I worked at Umami Games for 2 years as a Game Developer. My main responsibilities were to develop numerous game prototypes. The prototypes were shipped to users for data collection. My time at Umami Games became a time of great improvement and refinement of my skills as a coworker, programmer, game designer, and game developer.

Consultant Programmer at VENZO

I worked at VENZO for more than a year as a Consultant Programmer. I have been part of numerous projects developing innovative solutions for various clients using frameworks and tools such as ASP.NET, MAUI, Blazor, CSS, MySQL, REST API, and Azure.

Game Developer at BRTL Games

In 2023 I started my own sole proprietorship company: BRTL Games, and released my first game, Cellfish, on Steam. I developed the game in Unity, in my spare time over the span of 2 years, and released it on March 1st, 2024. During the first month it gained more than 1000 sales, and many players reached out with feedback that I used to further develop the game. During the following years I switched to using the Godot Engine, and I continued developing games,

releasing Sprouting Depths, and then Focus Froggy.

Core skills

In total, I have more than 10 years of experience in game development. I have experience with working in various engines such as Unity and Godot, where the primary programming language has been C#.

I have experience communicating with coworkers and customers to look for, and solve problems in smaller and larger projects.

I think it's important to create a positive atmosphere at work, and I always strive to be a person that is easy to talk to, and work alongside.

I find joy in learning, developing systems, resolving problems, debugging, and generally creating products that run with as few problems as possible.

Work experience

2018 - 2021: Supporter at Simply.com

Responsibility area:

- Providing written support in Simply.com's own ticket system
- Verbal communication with costumers over phone
- A general understanding about webdesign
- Communication with other people, in both Danish and English
- Cooperation with coworkers about my own, and their tasks

2021 - 2023: Game Developer at Umami Games

Responsibility area:

- Designing and developing game prototypes
- Co-development with other developers
- Maintaining a strong program architecture
- Debugging and bug-fixing my own, and others' code
- Planning and discussing future tasks

2023 - 2024: Consultant Programmer at VENZO

Responsibility area:

- Project planning
- Task estimation
- Working alongside clients
- Designing frontend for client apps
- Designing backend systems for client solutions
- Creating and reviewing pull requests

2024 - 2026: Solo Game Developer at BRTL Games

Responsibility area:

- Project management
- Systems programming
- 3D modelling
- Sound Design
- Music Composition
- Shipping and marketing

Knowledge and familiarity

- More than 10 years of experience with Unity
- More than 10 years of experience with C#
- More than 3 years of experience with Godot
- Familiar Programming languages: C, C++, Java
- 3D modelling using Blender
- Slack and Github

Education

- Graduated on the STX line "Science with IT" at Nyborg Gymnasium
- Bachelor in Software Development at the IT University of Copenhagen

Languages known

- Danish: First language

- English: Write and speak fluently
- German, Swedish, Norwegian: Understand

Spare time

I spend most of my spare time on private game development projects for BRTL Games. There is never a moment where I don't have something I want to work on, making it my greatest passion. I enjoy playing games, both alone and with friends, and I have also been known to draw, and compose music.