



Holger Wahlgreen

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Profile

Software developer with a bachelor's degree in Software Development and solid experience in game development and backend systems. Hands-on experience developing Unity tools and games, as well as designing and operating scalable .NET microservices using Kubernetes and CI/CD pipelines. Comfortable working both independently and in collaboration with others.

Open to job opportunities and relocation within the EU.

Technical skills

Programming languages: C#, Java, JavaScript / TypeScript, SQL

Frameworks and Technologies: ASP.NET, Blazor, Unity, Next.js

Cloud and DevOps: Docker, Kubernetes, Helm, ArgoCD, Azure DevOps, CI/CD

Tools and Methods: Git, Microservices, REST APIs, Agile Development

Projects

BSG-Go Interreg

EU-funded research and collaboration project

- Designed and implemented the system architecture for an EU-funded platform focused on skills assessment and benchmarking within the game industry
- Developed and maintained .NET-based microservices with containerized deployments
- Set up Kubernetes orchestration using Helm and ArgoCD, along with CI/CD pipelines and automated deployments via Azure DevOps
- Gained hands-on experience with scalable backend infrastructure, monitoring, and cloud-native development

Technologies: ASP.NET, Blazor, Docker, Kubernetes, Helm, ArgoCD, Azure DevOps, Next.js

Mini Gears Mayhem

Roguelike game – In development (Steam page live)

- Co-developing a Unity-based roguelike game featuring procedural systems and modular gameplay mechanics
- Designed and implemented core systems, including overall game architecture and internal tooling
- Established a RESTful API for the leaderboard microservice using ASP.NET, alongside a Next.js [website](#) to showcase at the GameBox game conference.

Technologies: Unity, C#, ASP.NET, Next.js, Game Architecture

Ghost Commands

Unity editor and runtime tool

- Designed and developed a Unity editor and runtime command-line system enabling developers to dynamically register and execute custom commands
- Implemented reflection-based command discovery and execution with a focus on flexibility and extensibility
- Improved developer productivity and debugging workflows in Unity projects

Education

Januar 2024 - June 2025

Bachelor in Software Development, Erhvervsakademi Dania, Grenaa

September 2021 - December 2023

Computer Science, Erhvervsakademi Dania, Grenaa

Experience

2017 - 2021

Supervisor – Fakta, Coop

At Fakta I worked as a supervisor, building experience in customer service, teamwork, and leadership, while developing strong stress management and adaptability skills.

Languages

Danish: Native

English: Fluent