Bengt Ove Sannes

Details

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Profile

20+ years of experience bridging humans and technology. Writing code and modding video games from early teens. Most valuable as a multi stack developer and project manager in small teams.

Technical skills

- Frontend: Vue, Typescript, HTML, CSS, React, Swift, GIS
- 3D: Unreal Engine, Unity, Three.js, Blender, Shaders
- Backend: Node.js, Nuxt, Next, PHP, Django, ASP
- Media Technologies: WebRTC, FFmpeg, Video post-production, Adobe Creative Suite, Photography, Flash
- Infrastructure: CI/CD, Linux, Mac, Windows, Docker, Kubernetes, Azure, Google Cloud, MongoDB, S3, Plesk, Irix

Soft skills

- Project Management
- Communication
- Team leadership
- Visual design
- Storytelling
- Workflow

Languages

- Norwegian
- English

Professional Experience

Senior Software Engineer, Naer

May 2023 – Sep 2024

- Developed groundbreaking MR/VR shared experience for Meta Quest, enhancing the psychosocial work environment for hybrid teams.
- Debugged, optimized and wrote automated tests to ensure stability across all tech stacks.
- Spatial integration of Miro in complex, multi-user, real-time environments.
- Managed critical project deadlines, successfully delivering features under tight constraints.

Developer, CEO and Founder at Viewalk

Sep 2021 – May 2023

- Hands-on development of the mobile app (UE4 C++), backend (Nodejs) and website (Vue).
- Led team of 5 game designers and 3D artists to prototyping and produce a number of fitness games in a short period of time.
- Secured 2.5M NOK in capital through strategic fundraising efforts.

Research and Development at People & Machine

Sep 2018 – Aug 2021, Oct 2024 – Present

- Prototyped novel applications utilizing 3D, XR, communication technology and modern development frameworks.
- Delivered solutions to unique challenges for external clients.
- Developed products and services for internal entrepreneurial ventures.

Technical Manager at Hocus Focus

2009 – 2023

- Planned, researched and developed bleeding edge pipelines to let a small crew produce and deliver large amounts of film and advertising projects to the highest standards.
- Technologies include Python, FFmpeg, EDL, XML, LAN, Javascript, PHP and more.

Mistika & Post-production specialist at Hocus Focus

2006 – 2015

- Hands-on VFX, color grading, graphics and mastering.
- Final phase project management to meet critical deadlines every single day.
- Included award winning movies, series and commercial projects for brands like Nike, Equinor, Telenor, Nestlé, Volkswagen, Mitsubishi, Audi, Skoda, DnB, NRK and Tuborg.

Web designer and developer

2003 – 2006

- Full-stack design and development for local businesses. HTML, CSS, PHP, ASP, SQL, Flash and Javascript. Severely under-priced, but more rewarding than delivering newspapers.

Education

Media Graphic Design at Lillestrøm VGS

2004 – 2008

References

Antonis Savvidis

Former Unity Developer at Naer

Kim Baumann Larsen

Co-founder of Viewalk

Lene Cathrine Albertsen

Former CEO at Hocus Focus