John Kanding

CREATIVE DIRECTOR

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ABOUT ME

I have managed IT projects and are not afraid of making tough decisions.
My knowledge of Software & programming helps a lot in the communication with developers.
I tend to build strong and productive relationships with other employees of a company to get an environment where a kind of musketeer oath reigns. The project at hand, are the common goal.
With the ever changing software solutions, I have managed to reinvent myself over and over through my career .
From **CD-rom** -> **ShockWave** -> **Flash 1.0** -> **Flash 3.0** -> **Adobe AIR Mobile** -> **HTML 5**.

SKILLS

Software development

Software design

Design layouts

Technical software specification

Support

Bug test

Project management

Writing articles

English

UX / UI design

Composing music

Recording & Arranging music

LANGUAGES

Danish

English

PERSONAL DETAILS

Date of birth
03 may 1964

Nationality
Danish

Visa status
Approved

Marital status
Married

LINKS

Kanding.org:
https://www.kanding.org/

Never Can Tell:
https://www.nevercantell.dk/

XpressU:
https://www.xpressu.dk/

WORK EXPERIENCE

Owner
Kanding.org / Charlottenlund / Apr 2020 - Present

My own company that holds freelance assigments.

Chief development architect
XpressU / Charlottenlund / Apr 2017 - Present

Together with my partner we started XpressU in 2017. Prior to that, we had created a solution for a customer were they could upload PowerPoints & Movies to create presentations, that could run everywhere.
The problems with Powerpoints and movies are the filesize, the video codec and making sure that everyone has the same version.

Since other customer where interested, we bild a multi-tenant solution
Read more about XpressU here: **https://www.xpressu.dk/**

Head of Development
Virtual Hive / Copenhagen / May 2020 - Dec 2021

Designed, and developed the entire system from ground up. The system is driven by a frontend and a backend(CMS)
I got the job because I saw their current system that was single tenant driven. I went home and spent the entire weekend, design a proposal for the solution which was multiple tenant based.
I had a team of 2 programmers, a creative and a designer working on front- and backend.
Since I had my own software as well, I couldn't satiy there forever. So I helped recruit the Head of Development and new team that should run the finished product.
The software is running today.
Read more about Virtual Hive here: **https://virtualhive.live/**

Self-employed
Spritelab Aps / Charlottenlund / Nov 2000 - Jul 2015

SpriteLab was created out of need. I had been Lead programmer in Advertainers and the company got big funding. Unfortunately we all know how the IT bubble blast affected a lot of companies.
So Advertainers had to close, and some customers had their projects shattered.
I reached out and helped them finish them, and SpriteLab was born.
For many years I deliveres interactive content for the web and later mobile.
With the introduction of the iPhone in 2007, SpriteLabs business foundation was challenged.
I changed and did mobile apps and kiosk systems for the Danish Nationale Museum.
But wanted to do more business oriented work and solutions. Designs and project management

Freelance programmer
Aludo Aps / Copenhagen / Apr 2003 - Aug 2004

Because Im self employed I can go into larger projects at will. Aludo had a project called "Kampen om energien" (Battle for energy).
The project was a huge Isometric strategy game like Age of Empires which was top of the art at that time. And of course we wanted to do that ;-)
And we did. Kampen om energien was launched as an education game on the internet in the summer of 2004. It was entirely done in the technoly at that moment called Shockwave.
Im very proud of that product!

Lead programmer
Shockwaved Aps / Copenhagen / Jan 2002 - Mar 2003

Shockwaved did a lot of their projects in the technology Shockwave. Hence the name.
Created a thing called IDA Integrated Desktop Application. It could play music and you could chat with friends. Kinda like a Facebook, but years before facebook ;-)

Head of development
Advertainers / Copenhagen / Feb 2000 - Dec 2000

Advertainers was a made up name of the trendy lingo of that time: Advertainment which is a contraction of Advertising and Entertainment. Advertising by playing a game.

In the early days of the internet, you could not pay online. Not easy at least. So to get people to pay 1$ by a creditcard transaction would scare everyone away.
The solution is to let companies advertise in a game. Therefore... Advertainment. It was huge in the late 90's earlt 00's.

Unfortuanetly the IT buble blasted and Advertainers had to close, since the funding was gone!

Programmer
Danmarks Radio, Betalab / Søborg / Apr 1999 - Jan 2000

Before the TV boxes were widespread, DR tested how the future of TV should be.
● We created a test environment where users could interact with TV programs. Many of these features are used today
● The world's first interactive radio drama with 6 different endings. You, as the user, played the cop in the backseat making the decisions as to where the story goes.
● My Story. This was before Facebook and Social Media. You could draw a story and share it with your friends.

Programmer
Media Mix Aps / Nørrebro / Aug 1995 - Jun 1999

Multimedia was the new hot thing. Mediamix was the leading company and we developed Solutions that challenged what could be done at that time.
● **Casino**: One of the first casinos with real payment. 1996
● **Opasia**: Developed 24 games i 2½ month. 1997
● **Danske Bank**: Europe's first investment game. We used real stock exchange, but not real money 1998
● **Fona**: A quiz with actual speak. This was in the ISDN/ADSL days. So a lot of compression and preloading to get it to work: 1999

Music teacher
Ordrup fritidscenter / Charlottenlund / Aug 1984 - Apr 1990

In Ordrup Fritidscenter, children from 4-5 grade came after school. In addition to the daily routines with the children, i taught some of them piano, drums, guitar and bass. Several of them made bands and we went to various Festivals. I managed all the logistics around this.

Sales employee
Ejvind Christensen music / May 1984 - Aug 1986

Get an internship through Lyngby Handelsskole. After the internship, I got the offer to continue which I did
After I left in 1986, I've been loosely affiliated on and off until 1993

Washing and serving
Bondestuen, Dyrehavsbakken / Klampenborg / Mar 1982 - Aug 1983

Cleaning
ISS / Charlottenlund / Apr 1978 - May 1979

Newspaper distribution
DBD / Apr 1975 - Aug 1978

EDUCATION

Higher National Diploma
MouseDriver / Roskilde / 1994

The first digital education within multimedia in Denmark

GED
Lyngby Handelsskole / Lyngby / 1984

Didn't finish
EFG construction & plant / Nørrebro / 1981

Training as a craftsman was not me, so stopped after 1/2 years

Undergraduate
Primary School / Ordrup / 1980