

FJERRITSLEV DENMARK

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- KENNETHKJOERGEMSEN@GMAIL.COM
- KENNETH JOERGENSEN
- KENNETH JOERGENSEN

SKILLS

WRITING

DRAWING

DESIGN

CODING

HISTORY

KENNETH JORGENSEN MADE POLY GAMES IN 2015 AS A HOBBY BECAUSE HIS PARENTS THINKS HE SHOULD HAVE A JOB. AFTER HALF A YEAR OF LEARNING AND THREE MONTHS PROGRAMMING CREATED HE KJ GAMES AND HAD CREATED HIS FIRST GAME (FLY AWAY AND WAS ONLY FOR ANDROID). A FEW MONTHS LATER HE STARTED AT BOARDING SCHOOL AND HELD BREAK WITH PROGRAMMING. WHEN HE CAME HOME FROM BOARDING SCHOOL HE BEGAN MAKING GAMES AGAIN. ONE YEAR AFTER CHANGES HE NAME TO POLY GAMES AND HE CREATED HIS SECOND GAME POLY CAVE, THERE ARE TO ANDROID AND IOS.

MY TIMELINE

2015 - 2016 THE BEGIN

- -SELF-LEARNING AND PRATICE
- -CREATED KJ GAMES
- -CREATED FLY AWAY

2016 - 2017 BOARDING SCHOOL

-PAUSE

2017 - NOW THE NEW START

- -CHANGED NAME TO POLY GAMES
- -CREATED POLY CAVE

REFERENCES

POLY GAMES

MAKER OF POLY CAVE polygames1998@gmail.com





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f POLY GAMES

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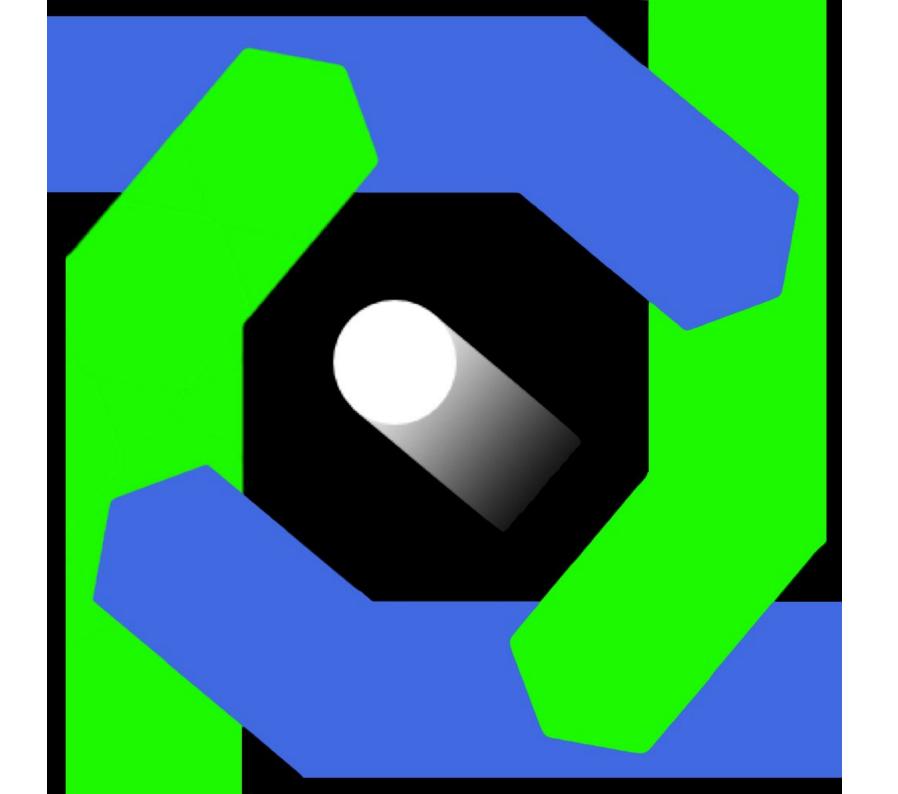
REFERENCES

KENNETH JORGENSEN

OWNER OF POLY GAMES

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INFO

START

LEADERBOARD



