



# GAME PROGRAMMER

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## EDUCATION

2016 - 2019 **The Game Assembly**  
thegameassembly.com

Higher Vocational Education in Game Programming

- Applied Render Programming
- Linear Algebra with focus on 3D
- Applied Software Development
- Data Structures and Algorithms

## SKILLS

Very well	C++, Object Oriented Development Render Programming using DirectX 11 and HLSL Optimization, Threading and Debugging Version Control Agile Development
Great	C#, JavaScript, Lua GLSL Unity Networking in C++ using Winsock
Basic	Windows Forms, WPF and CLR WebGL, OpenGL Unreal Engine 4

## EXPERIENCE

2017	<b>Nordic Game Conference</b>	Volunteer
2016 - 2018	<b>7 Game Projects</b>	6 C++ projects, 1 Lua project
2015	<b>Foo Café</b>	Held a presentation about Steering Behaviours
2014 - 2017	<b>7 Game Jams</b>	Global-/Nordic-/Arabic- Game Jam

## LANGUAGE

Swedish	Native Language
English	Full Professional Proficiency