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Curriculum Vitae

Work Experience

Beta Dwarf

August 2015 to April 2016 - Game Programmer

Project: Forced Showdown

<http://forcedshowdown.com/>

Refactored Games

September 2013 to April 2014 - Programming Internship

April 2014 to December 2014 - Junior Programmer

Project: Unclaimed World

<http://unclaimedworld-game.com>

Education

Finished Game Programmer (Malmö)

The Game Assembly(550 YH-pp) - Yrkeshögskola,
Hermods AB, malmö, www.thegameassembly.com

Project Experience - The Game Assembly

- Adventures Of Baron Hackenslaush – Hack and Slash(9 weeks)
- Mutanic – First-person shooter(9 weeks half time)
- Atomvinter - Real-time strategy (10 weeks half time)
- Cosmic Bangers - Space Shooter (10 weeks half time)
- Red Earth - Turn-based strategy (8 weeks half time)
- Arganox - Shoot'em up (8 weeks half time)
- Mimis Adventure -Point-and-click (8 weeks half time)

Finished Game Development (Halmstad)

Ljud och bildskolan - Gymnasium

Other Experiences

- Volunteer at Nordic GameConference(2012)
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Language

- Swedish Fluent
- English Fluent

Knowledge

- C/C++ **Very Good**
- C# **Very Good**
- Unity **Good**
- AI **Good**
- Agile Development **Good**
- Object-oriented programming **Good**
- Network Programming **Good**
- Debugging & Optimization **Good**
- DirectX & HLSL **Decent**
- Lua **Decent**

References on demand