



I'm a passionate game programmer who loves collaborating with other people and learning new things. Challenging and developing myself is very important to me.

## Skills

- C++
- C#
- Visual studio
- Directx 11 / HLSL
- RenderDoc
- Unity
- Git / Perforce

## Abilities

- Data oriented design
- Good memory management
- Multi threaded programming
- Debugging
- Efficient communication

## Contact

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## Other

Swedish, Native

English, Fluent

B drivers license

## Education

### The Game Assembly

Aug 2021 - present

Game Programming, Stockholm

- Worked cross-disciplinary in teams over 8 game projects
- Developed skills in C++, C# and Directx11
- Acquired proficiency working in agile/scrum

### Snitz gymnasium

aug 2016 - june 2019

El och energiprogrammet - Computer and communication technology, Stockholm

- Learned C#, web development and Linux
- Found my passion for programming and game development
- Acquired knowledge in electrical engineering and pneumatics.

## Past work and experiences

### Panthera AB, Spånga, Stockholm

Seasonal - Summer 2022

Panthera develops, produces and sell wheelchairs. At Panthera, I was responsible for wheelchair assembly and various production-related tasks to ensure the delivery of high-quality products.

### KFUM, Bromma, Stockholm

Seasonal - Summer 2021

Camp-leader at Kårsögården, Kårsön, Planning and execution of activities with the theme "adventure and wilderness". Responsible for children's groups ages 8-14.

## Group projects

### Game project 6

- Co-developed a custom data-oriented engine with C++ and DirectX11
- Implementation entity component system powering the engine
- Collaborated cross-disciplinary in a group of 13 game developers
- Aquired proficiency in writing multi-threaded systems

### Game project 7

- Further developed our group-made game engine.
- Implemented general purpose visual scripting language
- Created save-state for all dynamic objects and scripts