



Education

Programmer, <i>The Game Assembly, Malmö</i>	2016-
Game Developer, <i>Malmö Collage, Malmö</i>	2014-2016
Carpenter, <i>Viskastrand Gymnasium, Borås</i>	2006-2009

Computer Languages

C++	Every day use in school for 2 years
C#	Created editor-tools and made small games in Monogames
Lua	Scripted gameplay and exposed functions from c++ to script

Skills

Visual Stuido	I handle the program well
Unity	Comfortable but inexperienced
Game Engine Development	Implemented a graphics pipeline
Unreal Engine	Comfortable but inexperienced
FMOD	Basics, used it for projects in school
Scrum	Worked in a agile environment for 2 years

Experience

Game Projects	6 games in c++, one in LUA
Nordic Game Conference, <i>Volunteer</i>	2017

Jobs

Scale Technician, <i>Botek AB, Ulricehamn</i>	2009-2012
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Languages

Swedish, Native language
English, Fluent

Merits

Driving licenses, B-Driving license, A-Driving license