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Curriculum Vitae

Work Experience

Defrost Games <i>Game Programmer</i> 2012 – 2013 http://www.defrostgames.com	Skövde University College <i>Seminar Instructor (2013)</i>	Internship at Defrost Games <i>Project Temporality</i> (2012-2013)
Packt Publishing <i>Contracted Lead Author</i> 2012-Indefinitely http://www.packtpub.com	Skövde University College <i>Seminar Instructor (2013)</i>	SFML Game Development <i>Lead Author</i> (2012-2013)

Education

The Game Assembly <i>Higher vocational education degree</i> <i>Game Programming</i> 2010 – 2013 http://www.thegameassembly.com	Nordic Game Conference <i>Volunteer (2011, 2012)</i>	8 Game Projects <i>3rd Person Action</i> (2012) <i>1st Person Shooter</i> (2012, Code Lead) <i>Real-time Strategy</i> (2011, Code Lead) <i>Space Shooter</i> (2011, Code Lead) <i>Turn-based Strategy</i> (2011, Code Lead) <i>Action RPG</i> (2011, Project Lead) <i>Point & Click</i> (2011, Code Lead) <i>Interactive Fiction</i> (2010)
	Swedish Game Awards <i>Participant (2012)</i>	

Knowledge

C, C++ and C#	Excellent
Java	Excellent
Object Oriented Development	Excellent
DirectX and HLSL	Excellent
OpenGL and GLSL	Excellent
Game Development	Excellent
Linux Development	Excellent
GNU Toolchain(GCC)	Very Good
Visual Studio 2008 & 2010 & 2012	Very Good
Windows Development	Very Good
Post Processing Techniques	Very Good
Real-Time Rendering	Very Good
Linear Algebra, focus on 3D Games	Very Good
Nvidia Parallell Nsight	Very Good
Development with XNA	Good
Agile Development	Good
Intel VTune Performance Analyzer	Good
Pix for Windows	Good
Xbox Development	Good

Languages

Swedish	Fluent
English	Fluent
Danish	Good

References

Jesper Nordström	Defrost Games Artist	jesper.a.nordstrom@gmail.com
Laurent Gomila	SFML Head Developer	laurent.gom@gmail.com
Robin Malm	SouthEnd Programmer	malm.robin@gmail.com
Martin Johansson	SouthEnd Programmer	contact@marjoh.se
Adam Politanski	Game Dev	adam@politanski.se
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