EMIL OLOFSSON
GAME PROGRAMMER

Looking for internship

CONTACT

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Brännkyrkagatan 90A,
Stockholm, Sweden

Portfolio

SKILLS

Languages and Tools
- C++
- C#
- Java
- Unity
- Perforce
- Dear ImGui

Game Development
- Gameplay System Development
- Editor Tools Development
- Debugging Proficiency
- Memory Management Optimization
- AI Navigation

LANGUAGES

Swedish - Native
English - Full Professional Proficiency
French - Elementary Proficieny

PROFILE

Passionate and dedicated game programmer with two years of comprehensive education in game development. Proficient in various programming languages, including a solid understanding of software engineering principles.

EDUCATION

2022 - Now
The Game Assembly | Stockholm
Game Programming
- 8 group projects
- Working cross-disciplinary
- Creating a game engine from scratch (C++)
- Completing different courses, including: linear algebra, AI, data structures and algorithms, graphics programming (DirectX)

2018 - 2021
Nacka Gymnasium | Stockholm
Technology and Music

WORK EXPERIENCE

2023 - 2024
The Game Assembly | Stockholm
- Created tools for level designers
- Cross-disciplinary communication
- Scrum

2021 - 2022
Musician/Music producer