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
- Vulkan / GLSL
- RenderDoc
- Unity
- Git / Perforce

Abilities

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

Contact

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adamr.se

Other

Swedish, Native
English, Fluent
B drivers license

Past work and experiences

The GD Studio, Software Engineer, Stockholm — Aug 2023 - present

Maintained and developed The GD Studio's proprietary engine during the development of Diabotical Rogue, focusing on core systems and performance optimization. Worked on a wide variety of systems including particle systems, physically based rendering, collision detection, and entity-component systems. Worked with multi-threaded systems and performed CPU and GPU profiling to identify and resolve performance bottlenecks.

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 Kärsögården, Kärsön, Planning and execution of activities with the theme "adventure and wilderness". Responsible for children's groups ages 8-14.

Education

The Game Assembly — Aug 2021 - April 2024
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
EE - 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.