



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

adam.rohdin00@gmail.com

[+46 72 234 71 59](tel:+46722347159)

Stockholm, Sweden

linkedin.com/in/adam-rohdin/

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, focusing on core systems and performance optimization. Worked on particle systems, physically based rendering, collision detection, and the engine's entity-component system. Worked with existing multi-threaded systems and performed CPU and GPU profiling to identify and resolve performance bottlenecks. Contributed to the development and release of Diabolical Rogue, as well as an unannounced title.

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.