

CV Philip von Schwerin

email: philip@schwerin.se | phone: +46 738 00 47 63 | portfolio: bOrealian.github.io

Skills

Computer

More or less fluent in C/C++ as well as C#. Dormant skills in Java. Very fast at learning new frameworks. Currently using Unity, Unreal Engine 5, and OpenGL. While focus has been on games development, this has served as excellent preparation for any type of programming with a strong focus on understanding/absorbing huge frameworks and creating large, complex programs with maximum performance. Since my work experience is on the short side, I'd like to mention that I wrote a 3D renderer and editor as an intern for Nornware, something you would normally expect senior developers to accomplish.

Github has been a constant although I can not recommend using it in conjunction with Unreal.

Also familiar with various other tools in a Windows environment, such as Audacity, Gimp, Blender (to some extent), as well as Windows itself, etc. Some knowledge and previous use of Linux (mostly OpenSUSE).

All programming projects are described in detail in my portfolio.

Quality

Sorting, analyzing, measuring using just about every conceivable tool or method, primarily within the automobile industry. From nuts and bolts to electronics to finished cars, I have extensive experience in applying the specification and quality grading. During my time, I have evaluated the quality section of an entire firm, educated a workforce and led a special quality project. Being a third party consultant, I am used to working independently and to be flexible and adapt to requirements, whether this has to do with methods, criteria or working hours.

Languages

While Swedish is my mother tongue, my knowledge of English is just as good, having studied at an English university for three years while some other students believed me to be from Sussex. I also know enough French and German to get by although there will be grammatical errors.

Personal

Analytical, methodical, work hard and learn fast. I revived my programming skills from a quarter of a century old introductory course in Java as prior knowledge and managed to learn both C# and C++ in complex frameworks to create games in 2D and 3D in a single year. It took me another few months to learn how to write tooling in standard C++. I did all this while simultaneously working 30 hours per week and also spending time with my family.

Other

I have a driver's licence and a fork lift permit. I am accustomed to boats and can navigate and sail in rough seas. I can also command or drive a combat vehicle and operate its autocannon. I keep bees, relieve them of their produce and brew mead from some of it. I can be diplomatic, blunt, cooperative, led or leading. But I can't dance.

Extracurricular and volunteer work

Chairman of the local road association 2018-2022.

During my four years, we took the association out of its 125k SEK deficit without raising member fees while also planning and executing the largest project in its lifetime: laying a new surface layer on the entirety of the road network. We also had to sort out several of the longest standing quarrels between members of the association in regards to the road. It was an interesting insight into the ambitions of the people living in my vicinity and I am glad someone else offered to take over in 2022.

Board member of Göteborgs Suzuki Förening 2019-2023.

This society has over 200 members, around 10 employed teachers and turns around roughly 2 million SEK every year. It was fun, rewarding and frustrating to help run it with half of the board made up of professional musicians. I decided to step down in 2023 in order to focus on my studies.

Interests of interest

Games

Both computer and board games are fun and interesting. They are like controlled microcosms in which to interact with others. You can learn a lot about other people and yourself from playing games.

Travel

Seeing how different parts of the world work, meeting the people there and experiencing nature has always struck a chord with me.

Other

Books, films, hunting, scuba diving, calligraphy and more. Let's just say I have an inquisitive nature.

References

Programming

Head teacher for Game Creator Programmer at Yrgo, Gothenburg: Robert Esbjörnsson, robert.esbjornsson@educ.goteborg.se, +46 72-856 72 80.

Wizard and mentor at Nornware, Gothenburg: Johannes 'Johno' Norneby, contact@nornware.com, +46 73-368 69 50.

Senior 3D-Generalist at Afry and teacher at Yrgo, Gothenburg: Matte Malmlöf, Mattias.Malmlof@afry.com, +46 73-696 99 96.

Quality

Senior Manager at EUP Industriservice: Thomas Gren, thomas.gren@eup-industriservice.se, +46 76-119 53 00.

What about the rest?

I can provide copies of grades from schools I have attended on request. The rest is history.