



# EMIL OLOFSSON

## GAME PROGRAMMER

Looking for entry level opening

### CONTACT



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Stockholm, Sweden

[Portfolio](#)

### SKILLS

#### Languages and Tools

- C++
- C#
- Java
- Unreal Engine (Blueprint and C++)
- 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 Proficiency

### PROFILE

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

### EDUCATION

2022 - 2025

The Game Assembly | Stockholm

#### Game Programming

- Developed eight games
- Worked cross-disciplinary
- Created a game engine from scratch (C++)
- Completed various courses, including: linear algebra, AI, data structures and algorithms, graphics programming (DirectX)

2021 - 2022

Online courses

- Learned basics in different programming languages

2018 - 2021

Nacka Gymnasium | Stockholm

#### Technology and Music

### WORK EXPERIENCE

September 2024 - April 2025

Silkroad Studios - Programming Intern

- Developed a 3D game using Unreal Engine
- Converted Blueprint code to C++

2022 - 2024

The Game Assembly | Stockholm

- Created tools for level designers
- Cross-disciplinary communication

2021 - 2022

Musician/Music producer