EMIL OLOFSSON
GAME PROGRAMMER

CONTACT

+46 760 334 567

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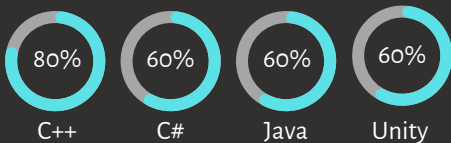
Brännkyrkagatan 90A,
Stockholm, Sweden
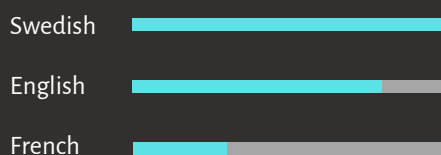
LINKS

Portfolio

SKILLS

- 80% C++
- 60% C#
- 60% Java
- 60% Unity

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

LANGUAGES

Swedish

English

French

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

2018 - 2021
Nacka Gymnasium | Stockholm
Technology and Music

2022 - 2024
The Game Assembly | Stockholm

Game Programming

Including

- 8 group projects
- Working cross-disciplinary
- Creating a game engine from scratch (C++)

WORK EXPERIENCES

2021 - 2022
Musician/Music producer

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