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Casper Juvas

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## Work Life Experiences

2024 – 2025

### **Rock Pocket Games**

Tønsberg – Norway ( Remote )

I got a permanent job after my internship where I continued to work with game programming in Unreal Engine 5.

2023 – 2024

### **Rock Pocket Games**

Tønsberg - Norway

I had an internship as the last part of the studies at PSQ.  
I worked with game programming in Unreal Engine 5.

2020 – 2020

### **Jomaje Consulting AB**

Bjursås - Sweden

I coded a form inside of Microsoft Excel that was used to search though and update personal data.

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## Education

2022 – 2024

### **College**, Game Programmer

PlaygroundSquad, Falun – Sweden

We have created 3 games in total for game projects where programmers, artists and designers get together into groups. The games have all been made in Unreal Engine 5 and one of them was for the PSVR 2.

Other than that, we have had assignments every week to learn about general game programming but also more specific things like shaders, multithreading, pathfinding, spatial indexing, ECS, networking and more.

We also had a specialization project where we chose something to specialize in.

2019 – 2022

### **Gymnasium**, Technology – Information and media technology

Falu Frigymnasium, Falun - Sweden

I took 2 programming courses, which includes object-oriented programming.

I had a project where I did a game inside the game engine Unity and it was a game of chess where you walk around in first person and push the pieces to play.

2010 – 2019

### **Elementary School**

Bjursåsskolan, Bjursås - Sweden

## Computer Skills

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- Very good general computer knowledge
- Very good knowledge in the game engine Unreal Engine 5
- Very good knowledge in C++
- Very good at code debugging
- Very good knowledge in Rider

## Language Skills

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- Swedish – very good skills in speaking and writing
- English – very good skills in speaking and writing