# Jonathan Dell'Ova

Game Engine Programmer

Ambitious and curious **game and software engineer** that strives for finding **efficient , dynamic, and creative** software solutions for developing games. Extensive **C++ experience** with deep knowledge of **engine architecture** from several custom engine development projects.

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## PROGRAMMING LANGUAGES

- C++ (expertise)
- C
- Lua
- Python
- HLSL
- JavaScript/TypeScript

## RELEVANT SKILLS

- DirectX 11/12 and DXR
- Profiler Driven GPU and CPU Optimization
- Multiprocessor Programming
- Source Control (Git)
- Agile/SCRUM
- Agile Leadership
- Unreal Engine (C++, blueprints)
- Tool Development
- Real-time scripting (Lua)

## RELEVANT COURSEWORK

- Game Engine Architecture
- Mathematical Statistics
- Visualization
- Applied Artificial Intelligence
- Leadership & Organization in Knowledge Intensive Work

## LANGUAGES

- Swedish (Native)
- English (C2 Level)
- Italian (A2 Level)

## EDUCATIONAL BACKGROUND

**Master of Science in Engineering: Game and Software Engineering at**
*Blekinge Institute of Technology | Aug 2020 - Jun 2025*

## PROJECTS

**Tinker Tails - Custom Rendering Engine**
*SCRUM Master & Lead Rendering Programmer | Aug 2024 - Dec 2024*

- Led team of 12 developers as SCRUM master with daily standups and bi-weekly stakeholder presentations
- Built threaded shader hot-reloading system which enabled real-time HLSL iteration and tremendously sped up shader debugging
- Developed a flexible DX11 rendering system from scratch that contained togglable render features and debugging tools through ImGUI to easier locate and fix complex bugs

**Thesis Project - Novel DDGI Solution in DirectX 12**
*Solo Developer | Jan 2025 - Present*

- Implementing Radiance Cascades in 3D with DXR
- Created an upgraded shader hot-reloading system that works with DX12 pipelines and shader library files
- Automated shader asset management with Python pre-build scripts that generated human readable enum aliases for UUIDs to increase readability and reduce invisible runtime bugs

**Course Project - Game Progression Database CLI Tool**
*Solo Developer | Apr 2023*

- Designed MySQL CLI tool with exceptional UX following industry standard usage patterns
- Implemented color-coded outputs and actionable error handling
- Modular back-end API for seamlessly adding different commands

## ADDITIONAL EXPERIENCE

**Retail Clerk**
*Webhallen, Upplands Väsby | Nov 2019 - Jun 2020*

- Provided technical consultation for customers
- Learned to handle team dynamics under stressful situations