Devia Windhede

Game Programmer *(they/them/any)*

Education

The Game Assembly
Higher vocational education | Aug 2022 - Present

- 8 game projects (6 implemented using C++) in multidisciplinary teams of up to ~14 people. Primarily implemented graphics and engine behaviour. CCC in some of these projects
- Developed a game engine in **C++** using the **DirectX 11** API, ImGui was used for tool implementation and general interfacing.
- Specializing in Graphics and Core Engine

University of Skövde - Bachelor's degree
Undergraduate education | Aug 2018 - Jun 2021

- 180 HP in video game programming, consisting of courses in design patterns, AI behaviour, 3D mathmatics, physics, linear algebra, assembly, operating systems and procedural generation
- 2 game projects in teams of up to ~16 people
- Specializing in Gameplay and System/Tech

Experience

Front-end Developer
Piktiv AB | Apr 2021 - Jul 2022

- Feature implementation and code base maintenance using the **Angular** framework and **RxJS** lib for trading.com/us
- Database creation, minor back-end maintenance and logic implementation

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Merits

Volunteer for Pathways
Ubisoft | 2023

- An event for women and non-binary people in games

TGA Game Jam 2023 Winner

Contact

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Programming

- C++, C#
- DirectX 11
- HLSL, GLSL
- Angular, RxJS, GraphQL

Software

- Visual Studio, VS Code, IntelliJ
- Git, Perforce, Jira, YouTrack
- Unity

Languages

- Swedish - Native Language
- English   - Professional proficiency

Interests

- Drawing
- Video games
- Video editing
- Bodybuilding
- Cats (I really like cats)