

CV – Dexter André Osiander:

Gameplay Programmer and Technical Artist

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Location: Hamar, Norway (willing to relocate)

Main Skills:

C# in Unity (3 yrs)	C++ in Qt (3 yrs)	Mathematics
3 rd Person Action Gameplay	Graphics (OpenGL, WebGL, GLSL)	Game Engine Programming

Education:

2018 – 2019 Add-On Programme in *Augmented and Virtual Reality*

2015 – 2018 Bachelor's degree in *Game Technology and Simulation*

Professional Experience:

Feb 2017 – Present Mentor in mathematics at Klatreveggen Leksehjelp.

Jan 2016 – Jun 2018 Teaching Assistant for courses Mathematics I and Mathematics II at Inland University of Applied Sciences.

Jul 2017 – Oct 2017 Designed and lectured a 9-week mathematics preparatory course targeted at 1st-year students of *Game Technology and Simulation*.

Feb 2017 – Jun 2017 Created 3 assignments for course *Game- and Systems Thinking* for Inland University of Applied Sciences.

Aug 2015 – Aug 2016 Cashier at Statoil Furnesvegen (Hamar, Norway).

Jan 2013 – Aug 2015 Cashier at Shell Nodeland (Kristiansand Area, Norway).

Oct 2011 – May 2012 Cashier at Shell / 7-Eleven Rosseland (Kristiansand Area, Norway).

Other Relevant Experience: (more in portfolio website)

Aug 2015 – Jun 2017 Project leader and programmer at student game development group.

Sep 2016 Attended 24-hour game jam at Oslo Public Library (Deichman).

Jan 2016, Feb 2017, Jan 2018, Jan 2019 Attended and volunteered at Global Game Jam (Hamar)

Apr 2016 QA-tested game *Shadow Puppeteer* for *Sarepta Studio*.

Favorite Games: Ico, Bloodborne, Paper Mario 2, Ōkami, Super Mario Odyssey, A Hat in Time, Snake Pass, Rayman Legends, Wind Waker, Overwatch, Mario & Luigi: Paper Jam, Frostpunk, Hollow Knight, The Banner Saga.

(See [portfolio website](#) or my [LinkedIn](#) profile for more details, or you can request a specific code sample via [e-mail](#).)