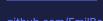
Emil Bertholdsson



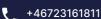


Emil Bertholdsson



emil.bertholdsson@gmail.com





Hi! I love developing fun experiences in both web and game development. I enjoy solving complex problems with a passion for UI/UX design and computer graphics. I am currently pursuing my Masters in Science and Engineering in Media Technology.



Skills in C++, C#, PYTHON, HTML, CSS, JS, TS, SQL, React, OpenGL, Unity, VR, FIGMA

Education

Linköping Technical University

- M.Sc Computer Science and Engineering in Media Technology
- B.Sc Computer Science and Engineering in Media Technology

Berzeliusskolan

• High school degree in Information and Media technology

September 2021 - August 2023 September 2018 - June 2021

September 2015 - June 2018

Experience

StoneTech Games

Co-Founder & Game Developer

Me and my friends Indie Game studio, currently further developing our game Holmgang, seated at East Sweden Game Norrköping.

Norrköping, Sweden September 2022 - Ongoing

September 2021 - June 2022

Linköping Technical University

LiTHehack - Mentor in Programming

- Helped 30+ students with programming questions and problems
- Communicating & Teaching problem solving

CoderDojo Norrköping - Volunteer work at a non-profit organization Dojo- & Coach-responsible (Board-member)

- · Further develop activities after feedback
- Plan and organize events for upwards of 20 attendees at a time

Norrköping, Sweden June 2021 - June 2023

Norrköping, Sweden

Dev Projects

Holmgang - C#, Unity Game Engine

Made in a group of 4, 2nd place at LiU Game Awards

Game Developer, UI/UX designer

- C# and Unity programming
- Video game design patterns
- Procedural Generation with Wave Function Collapse

The Space Gasstation - SteamVR, Unity Game Engine

Made in a group of 4

Game developer, narrative- and game designer

- · C# and Unity programming
- Immersive VR game development

Barker Social Media - React, TS, MongoDB, Node

Made in a group of 4

Fullstack devoloper, Web designer

- Backend and Frontend development
- Web design and Figma prototyping
- · Agile methods

Procedural Voxel Terrain - C++, OpenGL

Solo project

- 2D and 3D Noise application
- · 3D rendering using OpenGL

August 2022 - October 2022

October 2021 - December 2021

September 2022 - june 2022

October 2021 - January 2022