

Emil Bertholdsson

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 [Emil Bertholdsson](#)

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

September 2021 - August 2023
September 2018 - June 2021

Berzeliussskolan

- High school degree in Information and Media technology

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

Linköping Technical University

LiTHehack - Mentor in Programming

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

Norrköping, Sweden
September 2021 - June 2022

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

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

August 2022 - October 2022

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

October 2021 - December 2021

Barker Social Media - React, TS, MongoDB, Node

Made in a group of 4

Fullstack developer, Web designer

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

September 2022 - June 2022

Procedural Voxel Terrain - C++, OpenGL

Solo project

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

October 2021 - January 2022

Read more about me and find more of my projects at emilbert.github.io.