



EMIL HÖGSTEDT

WORK EXPERIENCE

Game Programming Consultant

Blackdrop Interactive AB, Karlskrona, Sweden

November 2021 - November 2022

I did consult work for Svavelstickan AB on their game Star Fetchers. I worked part-time during my studies and full-time during the summer. Because of the small team developing the game I got a lot of great experience in all parts of indie game development. I did everything from gameplay programming in Lua, bug fixing and system implementations in the engine and level editor using C#, UI/UX, game design, level design and dialogue writing. Small highlights of implemented gameplay features can be seen in the two videos on the kickstarter page below.

<https://www.kickstarter.com/projects/svavelstickan/star-fetchers-episode-1/posts/3578721>

Vice President in student organization

Blekinge Organiserade Spelstudenter, Karlskrona, Sweden

2019 - 2020

During my studies I served one year as vice president of the university's game student organization. During this time my responsibilities included administrative tasks such as acting president during some meetings, representing the organization and answering emails, being the link to the employees of the university to deliver feedback from students and organizing events for the students.

Various Work Experiences

2010 - 2018

Before starting my university studies I had various working experiences which taught me from a pretty young age to take responsibility, the importance of teamwork and the important life lesson that to get things in life you have to work for them. These jobs included a summer job as a receptionist at a camp site which I was employed as for three summers and an advertisement delivery job which I had during middle school.

EDUCATION

Blekinge Institute of Technology

August 2018 - June 2023

Master of Science in Engineering: Game and Software Engineering
During my studies I have learned the inner workings of the technical side of games where a focus has been on 3D programming and creating game engines. Many other aspects such as the mathematics included in a Master's degree, game design, data science and research has also been covered during my five years at BTH.

PROJECTS

Third year game project (team of five) -

<https://www.youtube.com/watch?v=FN8DQIz7Mzs>

During this eight-week project my focus laid on the generation of procedural planets.

Fifth year game project (team of ten) -

<https://www.youtube.com/watch?v=F7IwOPsRCII>

During this 14-week project my area of responsibility was the procedural generation of the levels used in the game using Wave Function Collapse.

PROFILE

Game programmer with all-round programming flexibility and interest. Always very engaged in the product being developed and a focus on good teamwork is of highest priority! Easily takes on the leading role and the responsibility if needed thanks to the strong will to deliver. Track record of being a fast learner and effectively picking up new concepts to quickly become an integral part of the development team.

CONTACT

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PROGRAMMING PROFICIENCY

Proficient in C++, C, C#, Lua, Cuda and shader languages (HLSL, GLSL). Have had experience using most other languages including, but not only; Python, Java, JavaScript, GDScript and MySQL.

REFERENCES

Blackdrop Interactive AB –

max@blackdrop.se

Svavelstickan AB –

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