



# EMIL HÖGSTEDT

## WORK EXPERIENCE

### Gameplay Systems Engineer

**Pathos Interactive AB, Gothenburg, Sweden**

June 2023 – Currently Employed

I work remotely from Karlskrona and I develop gameplay systems for the game Hotel Architect by implementing algorithms and data structures in C++. The game is created in Unreal Engine 5. I work very independently on the systems I create, from the design, to implementation, and testing. I also do some blueprint programming when needed.

### Software Engineer

**Miljödata AB, Karlskrona, Sweden**

February 2023 - May 2023

While writing my master thesis, at Svavelstickan AB, I worked part-time at Miljödata. I helped develop in-house software solutions to create better work environments for companies. C# and Razor were used.

### Game Programming Consultant

**Blackdrop Interactive AB, Karlskrona, Sweden**

November 2021 - November 2022

I consulted at Svavelstickan AB on their game Star Fetchers. I worked part-time during my studies and full-time during the summer. I got to learn a lot about all parts of indie game development. I contributed to gameplay programming in Lua, bug fixing, and system implementations in the engine and level editor using C#. I also did a bit of 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 student organization for game students. During this time my responsibilities included administrative tasks such as acting chairman during some meetings, representing the organization and being the link to the employees of the university to deliver feedback from students.

## EDUCATION

### Blekinge Institute of Technology

August 2018 - June 2023

Master of Science in Engineering: Game and Software Engineering

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

## PORTFOLIO

All projects that I have worked on for university courses, hobby projects, and work projects can be found in my portfolio below.

<https://emilhogstedt.github.io/>

## PROFILE

Game programmer with an 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 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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GITHUB:

<https://github.com/EmilHogstedt>

## PROGRAMMING PROFICIENCY

Proficient in C++, C, C#, Lua, Cuda and shader languages (HLSL, GLSL). Experience using most other languages including, but not only; Python, Java, JavaScript, GDScript and MySQL. I have experience using DirectX11, DirectX12, MonoGame/OpenGL, Unreal Engine 5, Visual Studio, VSCode, Git, Github and Scrum.

## REFERENCES

Blackdrop Interactive AB –

[max@blackdrop.se](mailto:max@blackdrop.se)

Svavelstickan AB –

[strong.dev@svavelstickan.com](mailto:strong.dev@svavelstickan.com)