EMIL HÖGSTEDT

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 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

PHONE:
+46 76 879 78 70

EMAIL
emil.hogstedt@hotmail.com

LOCATED IN
Karlskrona, Sweden

LINKEDIN:
https://www.linkedin.com/in/emil-hogstedt/
GITHUB:
https://github.com/EmilHogstedt

PROGRAMMING PROFICIENCY

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

REFERENCES

Blackdrop Interactive AB –
max@blackdrop.se

Svavelstickan AB –
strong.dev@svavelstickan.com

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 student organization for game students. During this time my responsibilities included administrative tasks such as acting chairman 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 for example included a summer job as a receptionist at a camp site.

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 creating 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, 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/