JOAKIM STÅHLE-NILSSON

Software Engineer

Karlskrona, Sweden

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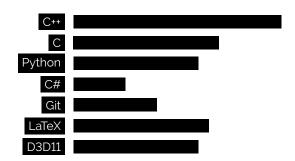
github.com/Gamewolf3000

WHO AM I?

A software engineer with a keen interest in learning new skills, especially in the area of rendering and game engine systems. Glad to work in teams and using agile methodologies to create a good product. Always trying to be as prepared as possible, while not afraid to fail and learn from mistakes.

C++

C

Python

C#

Git

LaTeX

D3D11

EXPERIENCE

2018 – Now

Lecturer   **Blekinge Tekniska Högskola**

As a lecturer I have been working with programming related courses, including Python, C++, operating systems, algorithms, and databases. I have handled the creation and correction of assignments and exams, created and held lectures and labs, as well as worked with general course management.

2015 – 2018
part time

Teaching Assistant   **Blekinge Tekniska Högskola**

During my third year at university I applied for and started working as a teaching assistant in mainly the university's C++ courses. This included being a lab assistant, correcting projects, assignments and exams as well as doing simpler lectures.

2011-2013, 2016
Summer Job

Technician   **YIT Sverige AB**

The work consisted of several different office related tasks such as document handling and configuring simpler security systems.

EDUCATION

2013 – 2018

MSE in Game and Software development   **Blekinge Tekniska Högskola**

The programme taught software engineering with a focus on real-time systems and 3D graphics. Mainly focusing on C++ the programme gave a good basis for general software development by teaching skills such as object oriented patterns and agile development. The game part of the programme focused on different skills relevant for back-end systems such as asset management, multi-core/multiprocessor programming, and the main focus, 3D rendering using DirectX/OpenGL. The program mixed theory and practice along with projects where teams of students developed together.

LANGUAGES

Swedish - native
English - proficient

HOBBIES

When I am not working on some new programming related project, two different hobbies take up most of my free time, music and Magic the Gathering. I have been playing the saxophone since I was 11 years old and I am currently playing in a local marching band regularly. I picked up Magic the Gathering during my years at the university and after joining a local club I started playing it on a higher level, even managing to finish 5th place at GP Copenhagen 2018 with a deck of my own design.

NON PROFIT

My interest in Magic the Gathering and my participation in the club activities lead me to start taking on responsibilities such as helping out with rule questions, arranging and managing tournaments, and even taking on the role as one of the elected leaders of the club with my main responsibility being to overall manage the Magic the Gathering events and activities.