

Elia Rönning

Game Programmer

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🔗 Portfolio: eliar.dev 🎮 GesturTheViking 🚗 AM/B

Education

08/2020 – present

The Game Assembly, Higher Vocational Education,
Game Programming 

Stockholm, Sweden

- Acquiring a fundamental understanding of video games and how to make them proficiently using C++.
- Getting to work cross-disciplinarily using agile/scrum methodologies to develop eight game projects: two in Unity, three in the school's own C++ rendering framework, and three from scratch using C++ & DirectX11.
- Specializing in the development of efficient engine systems and user-friendly tools.

08/2017 – 06/2020

Tullängsgymnasiet, Upper Secondary School,
Information and Media Technology - Game Programming

Örebro, Sweden

- Learning web development, web server programming, UX design and making HTML5 games.
- Getting to develop games in groups.
- Dipping my toes in C++, C#, Unity and Unreal Engine 4.

Skills

C/C++

Proficient

C#

Comfortable

Visual Studio

Proficient

Debugging/Profiling/Optimizing

Proficient

Object-oriented programming

Proficient

Data-oriented programming

Proficient

DirectX11/HLSL

Experienced

OpenGL/GLSL

Comfortable

Git/Perforce

Proficient

Linux

Proficient

Languages

Swedish

Native

English

Fluent