



ELIA RÖNNING

GAME PROGRAMMER

THIS CV IS TEMP AND A
TOTAL PLACEHOLDER

SKILLS

- C/C++
- Python/Lua/C#
- HTML/CSS/JAVASCRIPT
- DirectX11 / OpenGL
- Data-oriented programming

CONTACT

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EDUCATION

The Game Assembly

Higher Vocational Education | 2020-2023

- Learned how to make games in C++.
- 8 game projects in developed cross-disciplinarily in groups, 2 in Unity, 3 in the school's proprietary render framework TGA2D and 3 in custom engine with DX11.

Tullängsgymnasiet

Upper Secondary School | 2017-2020

- Game development, web development, web server programming, object-oriented programming, UX design.