Elia Rönning

Game Programmer

📍 Stockholm, Sweden ✉ ronning.elia01@gmail.com 📞 +4673 646 8868 in Elia Rönning ✆ eliar.dev

🚗 AM/B ⦿ GesturTheViking

Education

08/2020 — present	**Game Programming,**	Stockholm, Sweden

The Game Assembly, Higher Vocational Education ⧉
- 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 framwork, and three from scratch using C++ & DirectX11.
- Specializing in the development of efficient engine systems and user-friendly tools.

08/2017 — 06/2020	**Information and Media Technology - Game Programming,**	Örebro, Sweden

Tullängsgymnasiet, Upper Secondary School
- 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)***