Patrik Fjellstedt

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github.com/grimleik

Experience

Game Programmer, Lionbite AB – Stockholm   April 2016 – Aug 2018

- Iteratively worked on the combat system, which included:
  - AI. Creation of behavior nodes and integration with our existing tools to allow our designers to create and swap behaviors.
  - Combat Effects. A system that allowed designers to create complex buffs and debuffs based on combat properties.
  - Game Stack API extensions. Our main way of handling how the game as a whole swapped between states.
- Tooling:
  - AI Behavior Tree Tool to allow our designers to create and swap AI behaviors
  - Combat Effect Creation Tool. Puzzling together small modifiers or behavior changing effects that could then be applied to units.
  - Extended our own in-house visual scripting tool to allow our designers to create behaviors for the game.
  - An extension on Unitys searching tool to allow for a more usable filtering of our own scripts and objects, as well as partitioning the search over several frames to prevent lag when searching.

Education

Lunds Tekniska Högskola, MSc in Engineering, Computer Science and Engineering   Sept 2019 – Oct 2024

- **Coursework:** C/C++ Programming, Algorithms and Datastructures, Graphics Programming and Multicore Programming
- **Teaching Assistant:** Helped as teaching assistant in the courses Introductory course for programming(EDAA45) and Multi threaded Programming (EDAP10)

The Game Assembly, Spelprogrammerare   Sept 2013 – Oct 2016

- **Coursework:** C++ Programming, Specialzied courses for computer science in games.

Publications

Improving probe and surfel placement for dynamic diffuse global illumination   June 2024

Patrik Fjellstedt, Martin Antoniev

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Technologies

Languages: C++, C, C#, Java, JavaScript

Technologies: Git, CMake, Unity

Languages

Swedish: Native

English: Fluent