

# Patrik Fjellstedt

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github.com/gringleik

## Experience

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**Game Programmer**, Rain of Reflections @ 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

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**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, Specialized courses for computer science in games.

## Publications

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

*Patrik Fjellstedt*, Martin Antoniev  
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## Technologies

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

**Technologies:** Git, CMake, Unity

## Languages

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**Swedish:** Native

**English:** Fluent