Joel Romson

✉ RomsonJoel@protonmail.com   📞 0705790813   📍 Sjöbergsvägen 27 Danderyd

○ https://github.com/lunave/   ✦ https://iunave.com

Programming

Programming & Scripting	API & Libraries	Software
C++	Vulkan	Linux
x64 Assembly	XCB	Unreal Engine
Bash	GLFW	GDB & DDD
GLSL	ImGUI	Renderdoc
Makefiles	pthreads	Perforce
CMake	Taskflow	
Java		

Projects

Feb 2023 – present

Real-time renderer
A renderer written in Vulkan featuring model-loading, multithreading and an interactive user-interface.

Dec 2022 – Feb 2023

File scanner
A recursive file scanner detecting image files written in Assembly and with linux system-calls as its only dependency.

Jun 2020 – Jul 2020

Game-jam
A game about a fox running from a big boulder. Created with an international team of 5 in Unreal Engine developing a theme-specific game in one week.

Jun 2020 – Jul 2020

Perforce server
Installed and configured Helix Core Server and Helix Command Line Client on an ubuntu-server to serve as version control for my team in the game-jam event.

Education

Aug 2019 – Jun 2022
Stockholm

Information and media technology
Thorildsplans gymnasium

Interests

Horse care and riding
Member at Skånsta ryttare among others.

Flying
Education at Frivilliga Flygkåren regarding navigation and photography.
Education at ÖSFK regarding sailplane flying.