James Oscar Lind

Programming Student

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EDUCATION

Forsbergs YrkesHögskola, Stockholm — *Game programming*

August 2022 - October 2024

Learning How to program in C# and C++ with specific focus on application for video games, as well as using the unreal and unity engine editors, alongside more general programming concepts such as design pattern usage, sorting and pathfinding algorithms, and OOP-fundamental principles.

Korrespondensgymnasiet, Torsås — *Social/Psychology & philosophy*

General social studies Gymnasial education with a focus on introductory psychology and philosophy. Graduated with a study on the effects of anonymity online.

PROJECTS
A full collection of my projects can be found on my portfolio website,
jlindhub.github.io

An Island Away — *Cozy-style relaxation game*

As part of my education at Forsbergs, I spent 9 months in an internship with Cold Sector, working as a general game programmer on their debut game 'An Island Away'. I worked on many things, including the fishing, digging and exploration design and implementation.

Algorithms and Datastructures — *Minimaxed Tic Tac Toe*

An educational project wherein I aimed to implement the minimax algorithm into a functional game. Tic Tac Toe was chosen due to it's low complexity, allowing me to understand the algorithm's implementation easier. Project was completed successfully, and is available on github.

"Sk8 Escape" — *Infinite Runner Mobile Game*

A school-led group project involving the entirety of GP22 as a class, wherein I initially attempted to take the role of SCRUM master, and later stepped down to regular development within the integrations team. Project was completed, with many important lessons learned. App is (at time of writing) available on google play store for free, and a personal

SKILLS

C# - Vocational University Education

C++ - Vocational University Education

Driving - Driven in a professional capacity as part of security guard work (Personal automatic only)

Flexible - can adjust to most situations.

Service Mindset - the customer matters most!

LANGUAGES

Swedish, English, A tiny bit of German.

ABOUT ME:

A gamer in body and soul, I feel the most at home behind a computer. I've been enjoying games and digital media since childhood, and now I want to give some of that same joy to future generations. C# is my favorite language, royal blue is my favorite color, and nigiri sushi is my favorite food.

post mortem is available on request.

Cold Sector, Jörn— *General gameplay programmer internship*

January 2024 - September 2024

Internship done as part of my education with Forsbergs, where i was tasked with a wide variety of programming jobs, though all centered on design and implementation of game systems such as (but not limited to): fishing minigame system, digging, stamp collection, and in house expertise on our utilized rope-physics plugin.

Estate/LEVEL Security, Stockholm— *Security guard(Väktare)*

April 2020 - August 2022

Night time security guard, primarily employed to prevent damage or theft at various SL installations overnight. Also worked rounds around Huddinge and surrounding areas - responding to burglary alarms and checking buildings to ensure things are as they should be, night time. At-need position rather than set times, resulting in a somewhat scattered schedule. Most prominent work qualities being responsibility and decision making ability in both calm and high-stress situations.

Byggmax, Länna — *Sales*

Summer Employment (2019)

Store employee position. Tasks included register work, unpacking, inventory management and assisting the self-checkout lumberyard customers outside by checking measurements and quantities. High focus on providing service and making customers feel welcome.

Elgiganten, Kungens Kurva — *Warehouse/Returns*

Summer Employment (2018)

Worked in the warehouse section of the store, handling incoming and outgoing stock as well as handling returns. Very high tempo environment with high volumes of customers at a time resulting in good familiarity with data entry, as well as physical labor.