KASPIAN RINGQVIST

GAME PROGRAMMER

CONTACT INFO

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LANGUAGE SKILLS

Swedish: Native language

English: Very good

TECHNICAL SKILLS

Programming: Very good
   C++: Very good
   C#: Very good
   Java: Basic
   + a number of additional languages although I believe they would be less useful for game development

Tools: Very good
More specifically, I have worked on visual scripting, level editors, and more custom tailored tools to speed up certain aspects of development during my time at TGA

Gameplay: Very good
More specifically, I have worked on AI, audio, and interactables in the world (even on phone) during my time at TGA

Unity: Good (and I have some very basic familiarity with Unreal too)

PERSONAL PROFILE

Interest: Programming, video games, and spending time with family/friends

ABOUT ME

I am an ambitious game programmer who have worked on everything from a variety of gameplay aspects to tools for other disciplines to use. I have been programming almost half my life at this point and have done a lot of different things throughout the years whether that be websites or, these last 2 years, video games in a number of different engines. I consider myself a bit of a generalist who can easily become comfortable with very different parts of a game but enjoy tools and gameplay the most.

EDUCATION

Game programmer

The Game Assembly | Autumn 2022 - Current

Immediately after high school I started attending the Game Assembly - a school focused on game development and situated in Malmö, Sweden. I did so as a game programmer and during my time at TGA I have worked with many different people on a wide variety of different projects.

Technical Program

Polhemskolan | Autumn 2019 - Spring 2022

For high school, I went to Polhemskolan in Lund, Sweden where I took the technical program with an extra focus on information- and media technology meaning I got at least some very basic programming. I also took extra courses in English, mechatronics, and two in math.

OTHER MERITS

Miscellaneous software porjects

In my free time I have worked on a number of software projects just for fun. Early on I started out making simple simulations in Unity and attended some game jams but during the last 4-5 years I have also worked on some bigger things.

Outside of a small number of game modifications very few relate to games but I have worked on everything from websites to chat bots and at times done so collaboratively which has taught me a lot.

WORK EXPERIENCE

Summer job

Summer 2023

I'm putting this last as it's arguably the least relevant part given that I went straight from high school to TGA and never have had a full time job but for most of last summer I did have a summer job. It was in industry so very different compared to anything I would like to work with now but I'll include it nonetheless.