

Linus Karlsson

Contact Info

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Portfolio <https://linnet5.github.io/>

Email: linus.karlsson.96@hotmail.com

Phone: +46 76 0384482

Location: Sweden, Norrköping & Karlskrona

Skills

Programming

C++, C#, OpenGL, Java, HTML, CSS, Javascript

Software

MATLAB, Git, Unity, Blender, Photoshop, After Effects, Aseprite, Cubase

Operating System

Windows

Other

Computer Graphics, Rendering, Image Processing, Data Compression, Virtual-Reality (VR), Audio Engineering, Music Production, LaTeX

Work Experience

Fair for students at the "Foundation Year in Science and Technology" program

Program Representative

March 11th 2020

Representative of the "Master of Science in Media Technology and Engineering" program

Coop

Store Employee / Cashier

April 2016 - August 2016

Landstinget Blekinge

Nurse's Assistant

June 2015 - July 2015

Languages

Swedish (First language)

English (Business level)

Education

Linköping University

M.Sc. Science in Media Technology and Engineering 2018 - 2023

- Problem Solving
- Programming & Graphics Implementation
- Technical background for user experience

Blekinge Institute of Technology

Foundation Year in Science and Technology 2017 - 2018

- Technical background, maths, physics & chemistry.

Törnströmska Gymnasiet

Aesthetics and Media 2012 - 2015

- High-school arts programme.
 - Focus on Digital Arts, Photography, Film & Communication.
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Projects

Bachelor Project, Virtual Trainer

C#, Game Design, UI-Design & Implementation, Pixel-Art, SCRUM

January 2021- June 2021

- Collaborative project: **Gamification** of physical exercise.
- Built a game for Android & iOS using **Unity Game Engine**.
- **Motion controls** to evaluate exercise form for specific exercises.
- Agile **SCRUM** methodology.

Monte Carlo Offline Ray Tracing Renderer

C++, OpenGL

October 2021- December 2021

- Duo development project.
- Offline ray tracing rendering using Monte Carlo method.
- Part of advanced course: Advanced Global Illumination and Rendering.

Procedurally Generated Underwater Environment

C#, Unity Shader Graph

December 2021- January 2022

- **Procedurally generated** terrain using noise displacement methods.
- **Shader** node implementations for procedural animation and textures.
- Infinitely generating terrain.
- Part of advanced course: Procedural Methods for Images

Cloth Simulation

C++, OpenGL, MATLAB

January 2021- March 2021

- Engineered a cloth simulation in a real-time 3D environment.
- **Simulation** used common practices for cloth simulation: grid-based mass-spring system.
- Part of course: Modelling Project.

Other

- Participated in 4 **gamejams**, GMTK & Ludum Dare.
 - Best scoring **game** placed 70th out of 1922 entries in "overall" category.
 - Placed 59th in the "fun" category.
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