

Linus Karlsson

M.Sc Student in Media Technology and Engineering

Skills: C#, C++, OpenGL, Java, HTML, CSS, Javascript, Unity, Git, Computer Graphics, VR

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Education

2018 - 2023

Linköping University

M.Sc. Science in Media Technology and Engineering

- Improved problem solving skills.
- Learned about programming & computer graphics.
- Refined technical background for user experience.

2017 - 2018

Blekinge Institute of Technology

Foundation Year in Science and Technology

- Technical background, maths, physics & chemistry.

2012 - 2015

Törnströmska Gymnasiet

Aesthetics and Media

- High-school arts programme focusing on digital arts, photography, film & communication.

Projects

Aug 2022 - Ongoing

Holmgang (Working Title)

Gameplay Programming & Music - C#, Unity, Blender, Cubase

- Prototype **won 2nd place** at LiU Game Awards.
- Built a level editor using **Wave Function Collapse**.

Oct 2021 - Dec 2021

Monte Carlo Offline Ray Tracing Renderer

Programming - C++, OpenGL

- Offline **ray tracing** rendering using the Monte Carlo path tracing method.

Dec 2021 - Jan 2021

Procedurally Generated Underwater Environment

Programming - C#, Unity Shader Graph

- **Procedurally generated** terrain using noise displacement methods.
- **Shader** node implementations for procedural animation and textures.
- Infinitely generating terrain.

Jan 2021 - Mar 2021

Cloth Simulation

Modelling & programming - C++, OpenGL, MATLAB

- Engineered a cloth **simulation** in a **real-time** 3D environment.
- Common practices for cloth simulation: grid-based mass-spring system.

Work Experience

March 11th 2020

Fair for "Foundation Year in Science and Technology" students

Media Technology and Engineering Representative

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

► Other

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