

Linus Karlsson

M.Sc Student in Media Technology and Engineering, Co-Founder StoneTech Games
Skills: C#, C++ OpenGL, Java, HTML, CSS, Javascript, Unity, Git, Computer Graphics, VR

[LinkedIn](#), [Portfolio](#), [Email](#), Phone: +46 76 0384482

► Education

2018 - 2023

Linköping University

M.Sc. Science in Media Technology and Engineering

- 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

ATGANGA: Spectacle for the Gods

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

- Prototype (titled Holmgang) **won 2nd place** at LiU Game Awards.
- **Co-Founded** indie game studio StoneTech Games.
- 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

► Achievements

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