MATTIAS ÅSTRÖM

Game Programmer

CONTACT

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MattiasAstrom.github.io

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SKILLS

Languages:
C++
C#
Json

Game Engines:
Unity
Unreal
The Game Assembly In-house Engine

IDEs:
Visual Studio
Rider

Version Control:
Perforce (P4V)
GitKraken

Agile Development tools:
Scrum

APIs:
DirectX 11
Physx

LANGUAGES

Swedish - Native
English - Fluent

ABOUT

Greetings! My name is Mattias, and I am a dedicated game programmer currently studying at The Game Assembly in Stockholm. I am actively seeking an internship opportunity for the fall of 2023.

As a game programmer, I am deeply interested in exploring and improving game mechanics to create an engaging and immersive player experience. I am passionate about creating fun and challenging games that captivate players and leave them wanting more.

EDUCATION

The Game Assembly – Game programming

Stockholm, Sweden

My two-year game programming education has equipped me with a strong foundation in game programming, including expertise in programming theory, C++, 3D math, Directx11 graphics, OOP, data structures, design patterns, game algorithms, AI, project management, and agile development using Scrum.

In applying this knowledge to eight diverse projects, including Unity/Unreal 2D/3D games and in-house engine development, I have gained practical experience in game programming, honing my skills in languages, algorithms, graphics, AI, and game design.

Södertörns Högskola – The Game Program with a focus on game Design and Scripting

Stockholm, Sweden

During my three-year game programming education, I conducted extensive research projects to enhance my knowledge and understanding of game design. My research included analyzing the impact of puzzles on player experience, studying UI/UX and information distribution, as well as exploring risk and reward and randomness in game mechanics. Furthermore, I completed various essays, including a bachelor thesis where I utilized flow theory to analyze the impact of game mechanics on the player.

Overall, my education provided me with a deep understanding of game programming, project management, level design, and media technology. Through my research and essays, I gained expertise in analyzing and improving game mechanics to enhance player experience.