ODIN HULTGREN VAN DER HORST

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USEFUL LINKS

Portfolio:

https://dl.dropboxusercontent.com/u/14796649/Portfolio/index.html

TECHNICAL SKILLS

C++

When it comes to graphical libraries I have worked with, SFML and to a lesser extent SDL 2.0, and raw OpenGL. I have also done some work with the Box2D game physics library. Just as a side note, I have also done some programing with the Unreal Engine.

Other than that, I have used the XML parser and UDP library from of the Boost libraries.

I try to follow what is considered best practices by the C++ Foundation. And although I don't know everything implemented in C++11 and C++14 by heart I try to use it where I considered useful.

When it comes to IDE I have been using Visual Studio for the most part, but have also done some programming with eclipse, DEV-C++ and worked without an IDE, with just Vim and GCC.

C#

I have experience with System.IO and system.Net for both a HTTP-GET/POST client and an IRC bot. I also have some .net experience.

I have only used Visual Studio for C# programming.

ActionScript

I know most of the standard library, although I have not gone too deep into the networking part of the language. The only IDE I have used for ActionScript is the standard script window in Flash.

I would like to point out that on my GitHub page under CodenameGreen is ActionScript project and though the code is messy, I think it shows a good understanding of the language.

JavaScript

Experience with jQuery, I also have experience with Impact.js and HTML5 canvas. I don't really have any IDE experience with JavaScript, I normally only use a text editor and chrome console for debugging, but have come to love Brackets for HTML and CSS so some coding have been done using that.

Java

Only done school asigments and some smale projects in java.

Other

When it comes to version control I have used Git and TortoiseSVN for some projects. I would like to mention that I have never had to deal with a large Merge conflict.

I also have some experience in software unrelated to programming:

- Maya
- Zbrush
- Photoshop
- Ilustrator

PRODUKSJON ASSISTENT SCOOTER MEDIA
WINTER 2012 – SUMMER 2013

I monsly did rigging and transport off film equipment, but also some simple/initial light setting.

IT/VISUALISER PÅNDUS REKLAMEBYRÅ

WINTER 2013 – SUMMER 2014

Made webpages using different combinations of net/javascript/html/css/MySQL, I also did some modifications to exsisting wordpress themes to better fit clients.

Other then that I also did some adverts for webpages and reggular printed media using tools like Photoshop/Flash/Ilustrator.

I also had responsibility for a windows file server, and later replaced that file server with a new one running linux.

FREELANCER AC NOR GRUPPEN ASA
SHORT PERIOD FALL 2014

I did a simple demo for a presentation where you can walk around a housing project using the unity engine.

SANDEFJORD VGS, SANDEFJORD
GREVESKOGEN VGS, TØNSBERG
NØTTERØY VGS, NØTTERØY
GENERELL STUDIEKOMPETANSE

A 3-year education which is the formal requisite for university education.

IDEFAGSKOLEN, TØNSBERG
3D ANIMATION

A follow up year for 3D moddeling, here we learnt more about cg software, sculpting, animation and rendering.

IDEFAGSKOLEN, TØNSBERG
3D MODELING

A one year full time course for learning to 3D modeling, we learnet some basics, like topology, hardsurface modeling, uv-mapping and texsturing.

HSN, Horten

Computer engineer

Im a student at HSN and doing a bachlor in

REFRENCES | **HENRIK NESS,** GENERAL MANAGER
PÅNDUS REKLAMEBYRÅ

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JACOB HULTGREN, FREELANCE VIDEO PHOTOGRAPHER
SCOOTER MEDIA

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