

# Neo Hyldelund

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## Summary

Software engineering student with deep experience in C++, Java, and systems-level programming. Skilled in engine design, AI behavior modeling, and test-driven development. Passionate about performance optimization, modular code, and shipping polished tools in collaborative environments.

## Education

**Simon Fraser University**  
*Bachelor of Science in Computing Science*  
Data Structures & Algorithms, Software Engineering, AI & Machine Learning

Burnaby, BC  
*Expected 2027*

## Experience

**Vancouver Olive Oil Company** | Sales Associate | *Vancouver, BC*  
• Educated customers on over 30 specialty products, boosting product trial rates and driving a 20% increase in bundled purchases.  
• Implemented a new sampling layout that improved foot traffic flow and led to a 10% increase in weekend sales.

Feb. 2023 - Jun. 2023

**Coop SuperBrugsen** | Sales Associate | *Copenhagen, Denmark*  
• Supported a multilingual customer base by providing service in English, Danish, and Russian enhancing customer satisfaction in a high-volume retail environment.

Jul. 2020 - Apr. 2021

## Personal Projects

**Doom Clone 3D Game** | [GitHub](#) | C++ / OpenGL / GLM / GLTF / A\* / JSON  
Created an original rendering engine with fully integrated movement and pathfinding.  
• Reduced frame time variance by 32% by optimizing OpenGL draw calls and batch rendering.  
• Built glTF mesh loader from scratch using nlohmann::json, supporting 30+ unique textured assets.  
• Implemented A\* enemy AI and collision physics, resulting in dynamic, real-time gameplay at 60+ FPS.

Jul. 2025 - Pres.

**Personal Portfolio Website** | [GitHub](#) | [Website](#) | NextJS / TailwindCSS / ThreeJS / RTB  
Clean, mobile-optimized personal site showcasing projects and code samples.  
• Increased user engagement by ~40% by integrating interactive 3D elements using Three.js and React Three Fiber to create an immersive landing experience.  
• Improved performance by reducing 3D asset size by 40% through custom shader optimization and geometry simplification.  
• Accelerated build time by 60% by implementing dynamic imports and static route generation in Next.js, streamlining deployment and dev workflows.

Jun. 2025 - Pres.

**Grow-the-Hoard** | [GitHub](#) | Java / Maven / OpenGL / LDtk / JUnit  
Collaborated on a team of 4 to develop a top-down maze game with intelligent enemy behavior.  
• Wrote core logic and pathfinding using A\* on custom level formats (LDtk).  
• Achieved 100% unit test coverage with JaCoCo; CI-tested using GitHub Actions.  
• Presented to a class of 80+ with live gameplay demo and source code walkthrough.

Jan. - Mar. 2025

## Technical Skills

**Languages:** C++, Java, Python, JavaScript, SQL

**Frameworks/Libraries:** OpenGL, glTF, GLM, JUnit, Next.js, TailwindCSS

**Tools:** Git, Visual Studio, VS Code, Postman, JIRA, JaCoCo

**Concepts:** ECS architecture, pathfinding, async rendering, TDD, CI/CD, real-time input handling