



OLLE KARLSON REUTERCRONA

GAME & ENGINE
PROGRAMMER



[LinkedIn](#)



ollekreutercrona@gmail.com



+46 737 28 27 83



Stockholm

ABOUT ME

Hello there!

I'm a programmer with a special interest in game and game engine development. I thrive working in a close-knit team and love to discuss ideas and solutions.

SKILLS

Programming Languages:

C++, C#, HLSL

Engines & Tools:

Unity, DirectX11, Custom Engines

Testing & Version control:

Github, Perforce, Google Test

Soft Skills:

Teamwork, Presentation, Communication, Feedback

INTERESTS

Computer Games
Board Games
Electric Bass
Music

WORK EXPERIENCE

C++ Developer intern

King (Microsoft Gaming) | 2024 August - 2025 April (ongoing)

Maintained and developed features for King's proprietary game engine in a team with a special focus on the editor and tools.

- Developed and maintained new and old engine features.
- Decreased build times of editor.
- Helped users with area specific questions.
- Wrote unit tests.
- Worked agile.
- Delivered presentations on project progress and results.

EDUCATION

Game Programmer

The Game Assembly | 2022 August - 2025 April (ongoing)

- Higher Vocational Education degree.
- Developed a game engine using C++ and DirectX11.
- 8 Game projects in multidisciplinary teams.
 - 4 in self-developed game engine.
 - 2 in Unity.
 - 2 in in-house engine.
- 3D Math and Linear Algebra.
- Software architectural skills.
- Custom tools.

Game Programmer / Design

Södertörns Högskola | 2020 August - 2022 June

- 5 Game projects in Unity.
- Game programming using C#.
- Agile game development using scrum.
- Game design theory.
- Designed a board game.

OTHER MERITS

Student Representative

The Game Assembly | 2023 August - 2024 June

During my second year at The Game Assembly I was the student representative representing my class at The Game Assembly's advisory board meetings.