

Björn Johansson

Master of Science student in Game and Software Engineering

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EDUCATION

BLEKINGE INSTITUTE OF TECHNOLOGY | MSC IN GAME AND SOFTWARE ENGINEERING

August 2016 – Current | Karlskrona, Sweden

- This education gives an in-depth knowledge and understanding of gaming technology while providing a solid software engineering foundation.
- Relevant courses include: C/C++, Software Testing, Multiprocessor programming, OpenGL, Algorithms and Data Structures to name a few.

LUND UNIVERSITY | SUMMER COURSE IN JAPANESE

June - August 2015 | Gifu, Japan

- A two month summer course in Japanese in Japan in conjunction with my Japanese studies at Lunds university. This course was a collaboration between Gifu and Lund University.
- Besides language studies the course also included cultural trips and a homestay weekend at a host family out in rural Japan.

LUND UNIVERSITY | JAPANESE LANGUAGE COURSE

August 2014 – June 2015 | Lund, Sweden

- One year of full time Japanese language studies.

PROJECTS

LARGE GAME PROJECT | C++

August 2020 - January 2021

- A group project, following Scrum, with nine other students in which we, during a semester, created a game with DirectX 12 and other libraries.
- My main responsibility was the upgrade system, back-end for the shop and using Maya and Blender to make the player and enemy models we bought compatible with our animation system.

SMALL GAME PROJECT | C++

January 2020 - Mars 2020

- A group project with five other students, in which we created a game with OpenGL in three months.
- My main responsibility was the creation of the menus, UI and the scoring system.

EXPERIENCE

POSTNORD WAREHOUSE WORKER - PART TIME

June 2014 - August 2014 | Malmö, Sweden

- Loaded and unloaded packages from trucks during the summer.

LEADERPROCEKT FJORGYN ODLINGAR & TRÄDGÅRDSKÖK, LOCALLY LED DEVELOPMENT VOLUNTEER - FULL TIME

During the three summers between 15 June - 15 August 2018- 2020 | Klockaregården, Norra Mellby, Sweden

- Worked as a server, dishwasher and cook in a café as well as with vegetable gardening and ecological farming.
- Also created a web page "Fjorgyn.se" in WordPress.

SKILLS

PROGRAMMING

C++ • C • IAT_EX • Javascript • CUDA • Python • WebGL • OpenGL • Assembly • SQL • Java • Jenkins • Google Tests

TOOLS/PLATFORMS

Git • Visual Studio • Visual Studio Code • Eclips •

LANGUAGE

PROFICIENCY

ENGLISH | FLUENT

Cambridge English Exam CEFR level C1.

JAPANESE | ELEMENTARY

GERMAN | ELEMENTARY

REFERENCES

AVAILABLE ON REQUEST