



Alex Hansen

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CV

EDUCATION

2019-2022	The Game Assembly thegameassembly.com	Advanced Diploma in Higher Vocational Education in Game Programming
2016-2019	Fredrika Bremergymnasiet fredrikabremergymnasiet.haninge.se	Upper Secondary School Technical program

SKILLS

●●●●○	C++	<i>I know the language well.</i>
●●●●○	Microsoft Visual Studio	<i>I handle this program effortlessly.</i>
●●●●○	Git, Git Bash, Github Desktop	<i>I handle these programs effortlessly.</i>
●●●●○	Scrum	<i>I understand this workflow well.</i>
●●●●○	C#	<i>I know the language well.</i>
●●●●○	Unity Engine	<i>I handle the program well.</i>
●●●●○	DirectX 11	<i>I'm comfortable but inexperienced.</i>
●●●●○	Tortoise SVN	<i>I'm comfortable but inexperienced.</i>
●●○○○	HLSL	<i>I have a basic understanding.</i>

EXPERIENCES

Made a 3D engine with DirectX11 during my education at The Game Assembly.
A part of 8 multidisciplinary group game projects made with roughly 12 members each during my education at The Game Assembly.
30 Weeks internship in Unity working primarily on UI features as of October 21st 2022

LANGUAGES

Swedish	Native language
English	Full professional proficiency
German	Basic understanding

References available upon request.