Alex Hansen
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Portfolio page: https://papagreger.github.io/alexhansen/

CV

EDUCATION

2019-2022	**The Game Assembly**	Advanced Diploma in Higher Vocational
	thegameassembly.com	Education in Game Programming

2016-2019	**Fredrika Bremergymnasiet**	Upper Secondary School
	fredrikabremergymnasiet.haninge.se	Technical program

SKILLS

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

EXPERIENCES

Made a 3D engine with DirectX11 during my education at The Game Assembly.
A part of 8 group game projects made with roughly 12 members each during my education at The Game Assembly.

LANGUAGES

Swedish	Native language
English	Full professional proficiency
German	Basic understanding

References available upon request.