

JOAKIM EKBLADH

GAME PROGRAMMER

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WEBSITE

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ABOUT ME

I love programming because it allows me to challenge my problem solving skills in a fun way by coming up with creative solutions and smart designs.

My dream job would be somewhere I can improve and evolve, preferably by working on cool projects.

SKILLS

JAVA

Know and can use it well

C++

Know and can use it well

C#

Know and can use it well

GLSL

Know and can use it well

OPENGL

Know and can use it well

UNITY

Know and can use it well

SWIFT

Comfortable but inexperienced

JAVASCRIPT

Comfortable but inexperienced

EXPERIENCES

2019 - 2020

BAMBLUP

An internship for three months at a game company called First & Ten in Malmö, Sweden. My contribution was very varied but was mainly to add various graphical effects with shaders and optimizing performance. The game was written in Swift which forced me to work with Mac, which was a challenge on its own. Even though I was an intern I still had a lot of say in potential features since they believed my game development knowledge was valuable.

2016 - 2017

APEX GAME TOOLS

Internship for seven months at a game company called Apex Game Tools in Copenhagen, Denmark. My responsibility was to develop a prototype from one of their game ideas, which then later became the main focus of the company. Since I had the most experience with graphical programming I worked very closely to the graphical artists to implement their ideas and features.

2015 - 2016

FREELANCE

Worked on my spare time for a company which made money from selling Runescape gold. Projects ranged from botting scripts to in-game helpers whose purpose was to maximize efficiency.

2014 - 2016

STUDENT GAME PROJECTS

During my time at The Game Assembly I worked with other students to develop six different games in various genres, ranging from text based adventure to first person shooter. My tasks involved UI-, gameplay- and graphics-programming as well as procedural level-generation.

2012 - 2014

TOPBOT

Worked with a friend to create an automated bot for the game Runescape in Java. We reached around 70,000 registered users with many active users on our forums as well as many active script-writers using our scripting API. Once the bot was released my responsibilities were mostly to maintain the scripting API and the free to use scripts.

EDUCATION

2014 - 2017

THE GAME ASSEMBLY

Advanced Diploma in Higher Vocational Education in game programming. Two years of intense studying where I learned the essentials to game development. At the end of my education was a seven month long internship.

2010 - 2013

JOHN BAUER-GYMNASIET

IT education at High-School level where I got highest grade in three different programming courses as well as my exam-project.