Preben Rønningen

Software Developer

Summary

Highly motivated games programmer with experience in Engine, Graphics and gameplay programming using C++ and C#. Skilled in programming patterns, object-oriented development, common algorithms, data structures. Strong abilities in debugging, troubleshooting, and optimizing code. Passionate about collaboration and good communication. Excited to leverage my skills and experience to contribute to new projects.

Experience

Unreal Programmer – *Distant Light Games, USA, Washington*
- Designed and developing a Newtonian physics based movement system plugin for Unreal Engine 5 with C++.
- Unreal Engine 5, C++.

April 2024 / Present, Contract, Remote

Gameplay Programmer – *Neopica, Belgium*
- Worked closely with the game designer for quick iteration of tools and mechanics.
- UI implementation of interactive menus and screens. Skill-tree, Race-simulation, Sponsors, Race rewards - screen
- Implemented mechanics and tools for both single/multiplayer. Simulated races, starting order for different race modes, Track analysis tools, Obstacle warning systems.
- Optimizations,
- Unreal Engine 5, C++.

October 2022 / August 2024 - Full-time, On-site

Programmer – *Frozenbyte, Finland*
- Implemented gameplay systems in C++.
- Worked on base and station construction, planetary base construction.
- Worked on user experience while using tools in game for better player feedback.
- Prototype implementations for structural degradation.
- Cross-Platform development environment.
- In-house Engine / Editor, C++.

February 2022 / May 2022 - Full-time, Remote

Education

BSc in Game Development at HOWEST University of Applied Sciences, Digital Arts and Entertainment, Kortrijk, Belgium.
2023

Skills

Programming

Languages: C++ / C#

API: DirectX11 / OpenGL / Vulkan / SDL / SFML / ImGui

Commercial Game Engines: Unreal Engine 4 & 5 / Unity3D

Software: Visual Studio / Nvidia NSight / SHADERed / Perforce / Git / (Tortoise) SVN

Additional knowledge

3DS Max / Maya / Photoshop / Substance Painter & Designer / Quixel

Contact
Email: Preben.ronningen@mail.com

Links
- 🌐 PrebenRonningen.github.io
- 🔗 In/PrebenRonningen
- 🔗 /PrebenRonningen

Languages
Norwegian - Native
English – Professional (C2)

Soft Skills
Problem Solving
Teamwork
Critical-Thinking
Autonomy
Self-Management
Taking initiative
Creative