

Preben Rønningen

Games Programmer

Summary

Highly motivated games programmer with experience in Engine, Graphics and gameplay programming using C++ and C#. Skilled in object-oriented development, common algorithms, data structures, and game programming patterns. Strong abilities in debugging, troubleshooting, and optimizing code. Passionate about collaborating with designers, artists, and other developers to create engaging games that captivate audiences. Excited to leverage skills and experience to contribute to new projects in the games industry.

Experience

Gameplay Programmer – *Neopica, Belgium*

- Designed and implemented gameplay systems
- Worked closely with game designers to ensure that gameplay mechanics were fun, engaging and balanced.
- Debugged gameplay issues and implemented fixes to ensure smooth and enjoyable gameplay experience for players.
- Contributed to the development of game mechanics and user interfaces and other gameplay-related features.
- Unreal Engine 5, C++

October 2022 – Present

Programmer – *Frozenbyte, Finland*

- Implemented gameplay systems in C++ for Starbase.
- Worked on various areas of the game, including but not limited base and station construction, planetary base construction.
- Cross-Platform development environment.
- In-house Engine / Editor, C++

February 2022 – May 2022

Education

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

September 2018 – June 2023

Game Graphics Production at HOWEST University of Applied Sciences, Digital Arts and Entertainment, Kortrijk, Belgium.

September 2016 – June 2018

Game and Entertainment Technology at Nord University, Nord-Trøndelag, Norway.

August 2015 – June 2016

Skills

Programming

Languages: C++ / C#

API: DirectX11 / OpenGL / 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

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Links

 PrebenRonningen.github.io

 [In/PrebenRonningen](https://in/PrebenRonningen)

 [/PrebenRonningen](https://PrebenRonningen)

Languages

Norwegian - Native

English – Professional (C2)

Soft Skills

Problem Solving

Teamwork

Critical-Thinking

Self-Management

Taking initiative

Creative