

# Preben olav slette Rønningen

Software Developer

Email - Preben.ronningen@mail.com

## About

Software Developer student, currently looking for an end of study internship.  
Highly motivated programmer who is looking forward to building a career in the games industry.  
Experienced in Engine and Graphics programming with C++.  
4 years of university experience using different programming languages including C++ & C#.

## Contact information

Email - Preben.ronningen@mail.com  
LinkedIn - /in/PrebenRonningen

GitHub - /TBD  
ArtStation - /PrebenRonningen

## Education

HOWEST University of Applied Sciences - Digital arts and Entertainment, BSc in Game Development 2018-2022

- Ranked #1 Best Game Design & Development School 2017, 2018 & 2021
- Winner of the Grads in Games Education Institution Award 2018 & 2021

## Skills

- **Languages:**
  - C++
  - C#
- **API:**
  - DX11
  - OpenGL
  - PhysX
  - SDL
- **Frameworks:**
  - Unreal Engine 4
  - Unity
  - SHADERed
  - Visual Studio
  - Nvidia NSight
  - Perforce, Git

Additional knowledge:

3DS Max, Maya, Photoshop, Substance Painter, Substance Designer, Quixel

4 Years of experience with C++ and good knowledge of object-oriented development.  
Knowledge of common algorithms, data structures, game programming patterns and the ability to apply them to problems while keeping memory and performance constraints in mind.  
Experienced with DirectX 11 and OpenGL.  
Good debugging, troubleshooting and optimizations skills.

## Languages

Norwegian - (Native)

English - C2