Preben Rønningen

Software Developer

Summary

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#.

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.
Good debugging, troubleshooting and optimization skills.

Education

BSc in Game Development at HOWEST University of Applied Sciences, Digital Art and Entertainment, Kortrijk, Belgium.
September 2018 – June 2022

Game Graphics Production at HOWEST University of Applied Sciences, Digital Art 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# / Python (basic knowledge)

API: DirectX11 / OpenGL / SDL / ImGui

Commercial Game Engines: Unreal Engine 4 / Unity3D

Software: Visual Studio / Nvidia NSight / SHADERed / Perforce / Git

Additional knowledge

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

Soft Skills

Problem Solving

Teamwork

Critical Thinking

Self-Management

Taking initiative

Creativity

Contact

Email: Preben.ronningen@mail.com

Links

- PrebenRonningen.github.io
- In/PrebenRonningen
- @IcoSphere1
- /PrebenRonningen

Languages

Norwegian - Native
English - C2