Preben Rønningen

JUNIOR SOFTWARE DEVELOPER

Profile

Student Software Developer, 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#.

Education

BSc in Game Development-

HOWEST University of Applied Sciences, Digital Arts and Entertainment, Belgium

SEPTEMBER 2018 — JUNE 2022

Skills

Programming

Languages: C++ / C#

API: DirectX11 / OpenGL / PhysX / SDL

Frameworks: UE4 / Unity / SHADERed / Visual Studio / Nvidia NSight / Perforce

Additional knowledge:

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.

Good debugging, troubleshooting and optimizations skills.

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

Details

preben.ronningen@mail.com

Links

GitHub TBD

LinkedIn - /in/PrebenRonningen

ArtStation - /PrebenRonningen

Languages

Norwegian (Native)

English C2